

FIG. 1

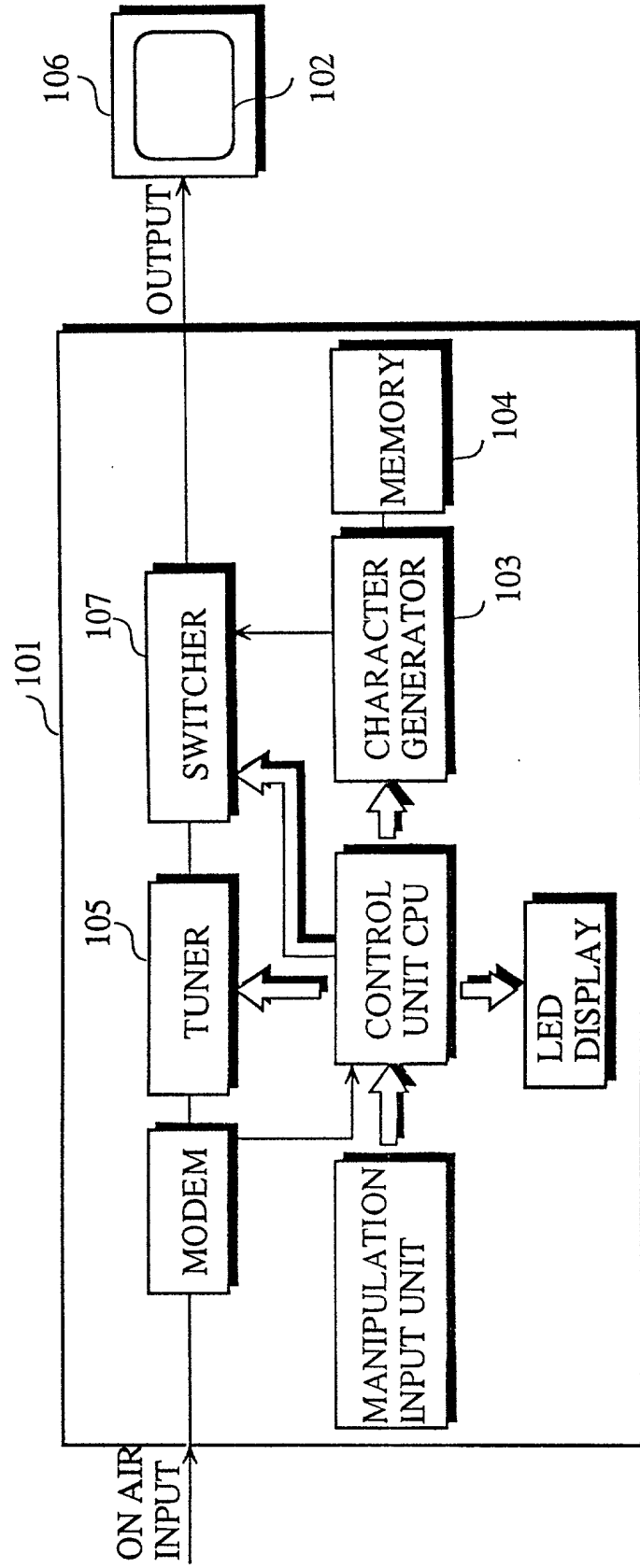


FIG. 2

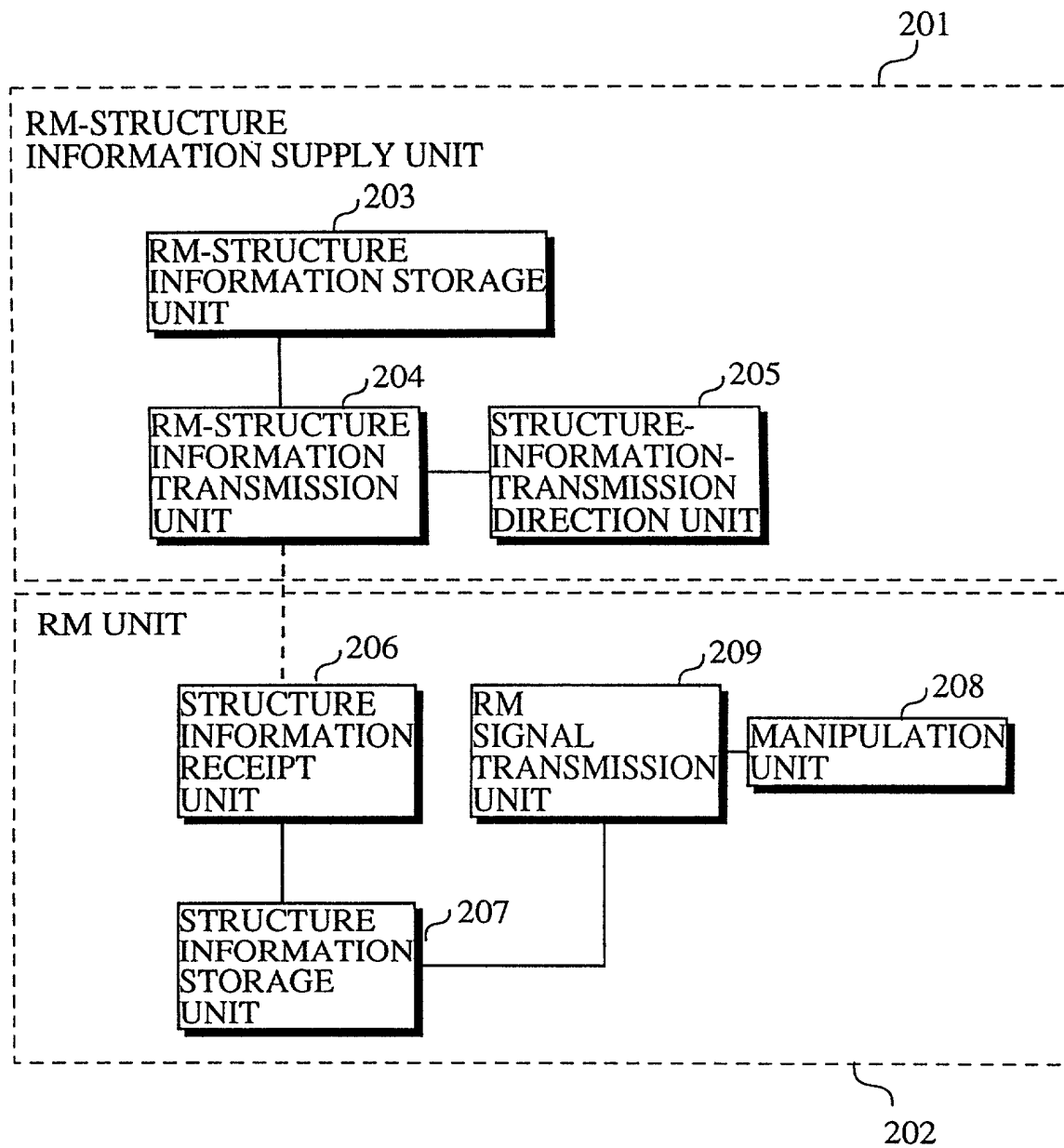


FIG. 3

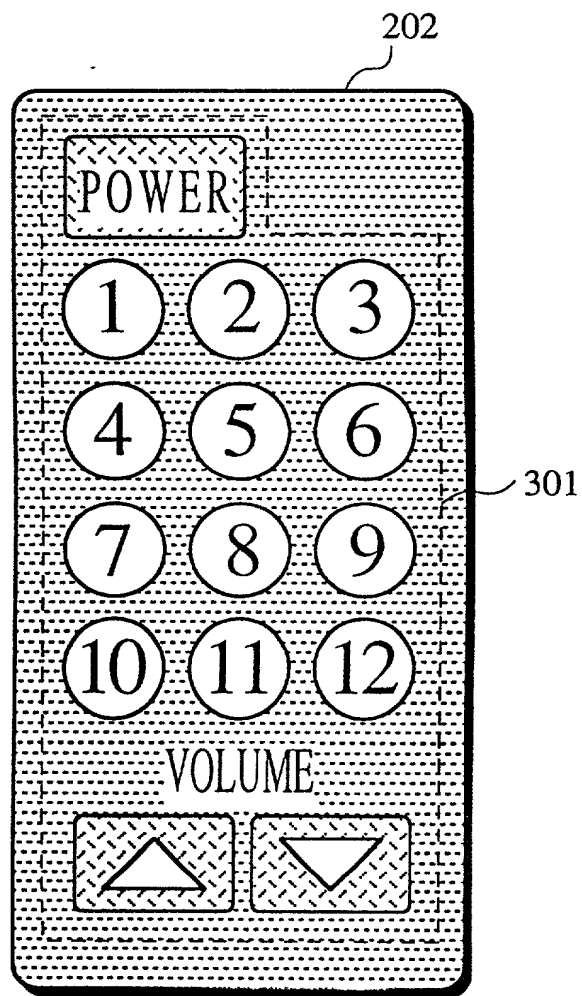


FIG. 4

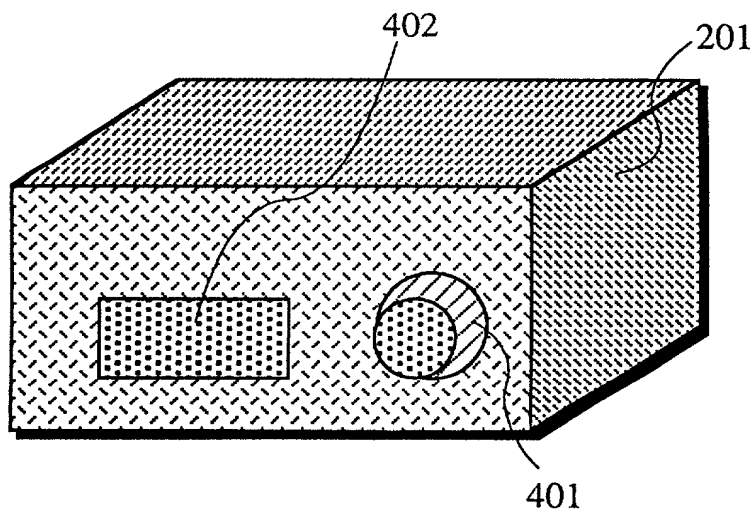


FIG. 5

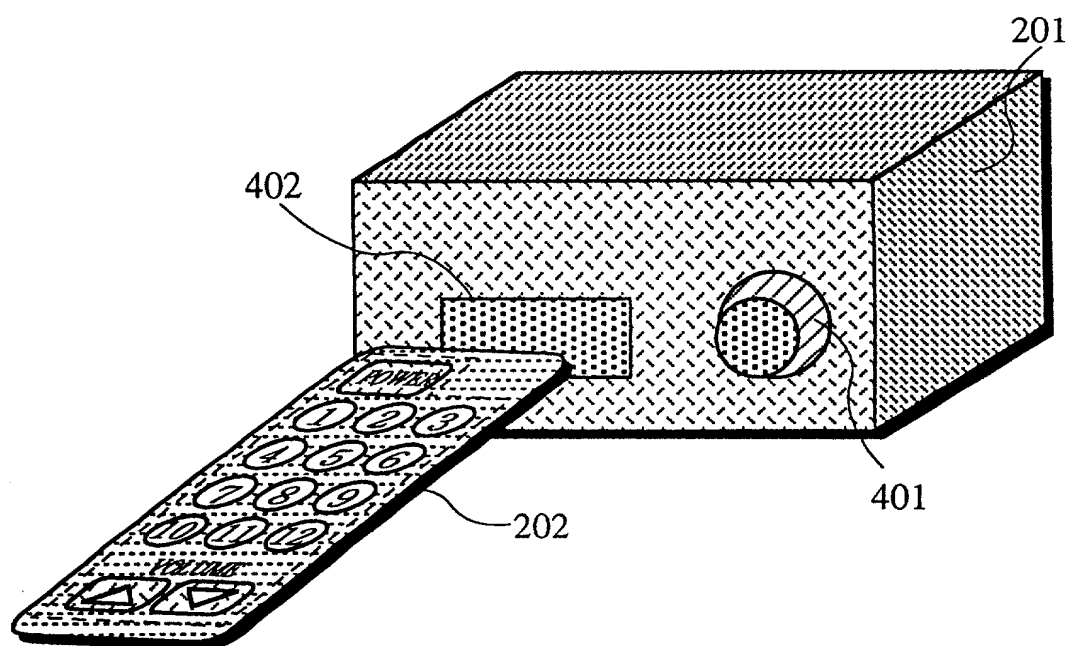


FIG. 6

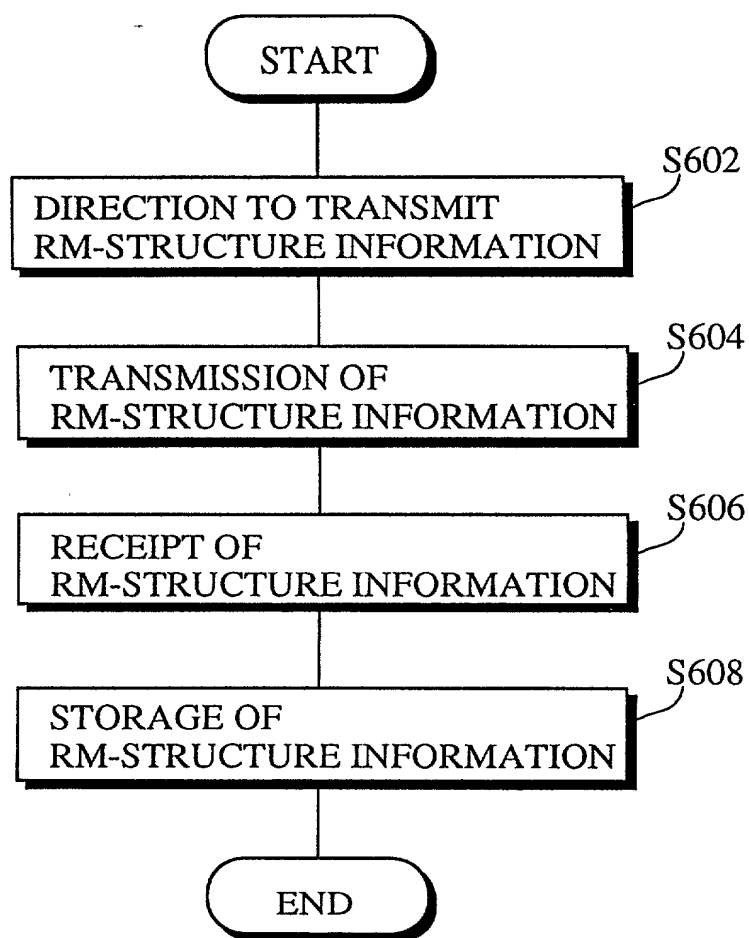


FIG. 7

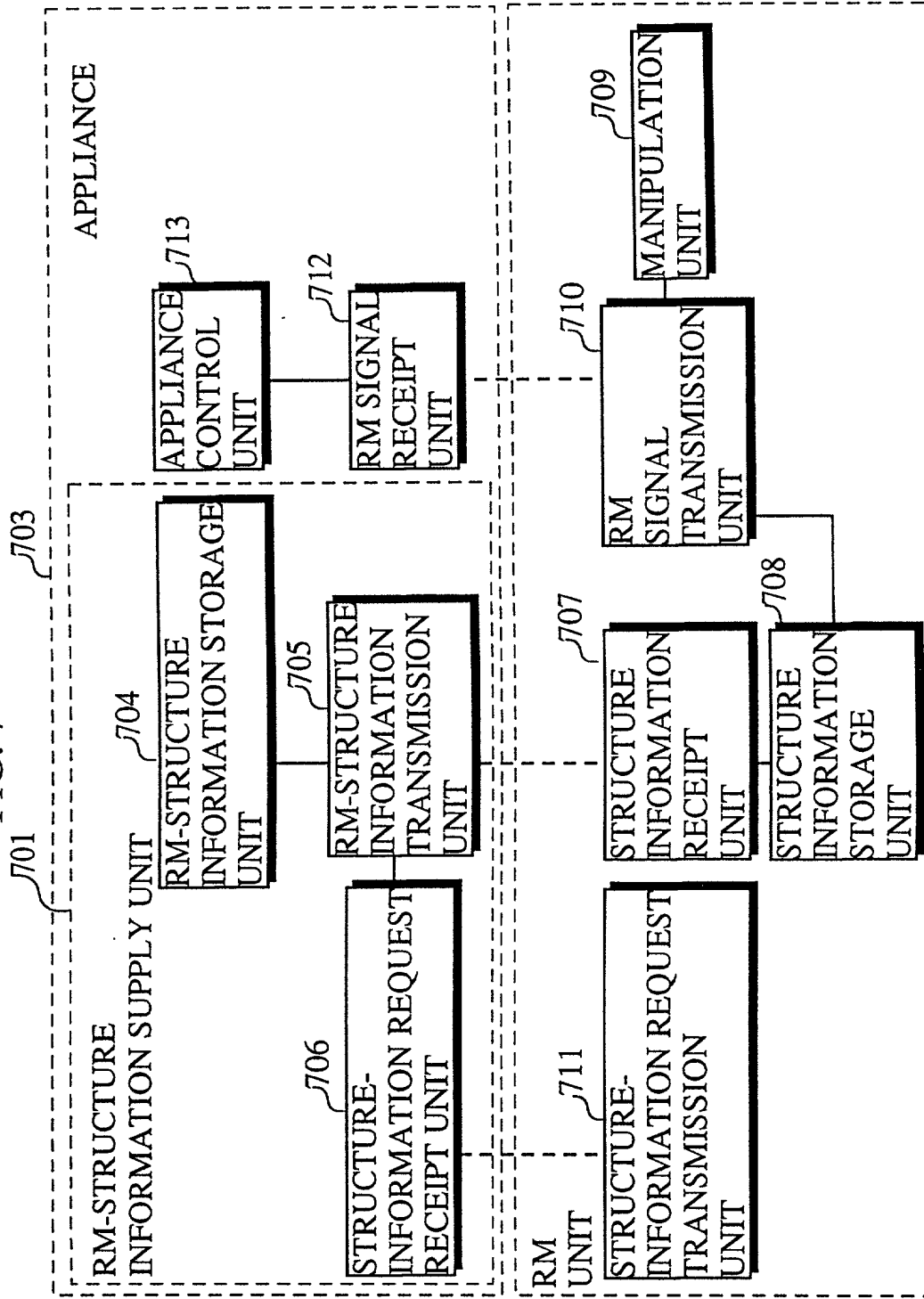


FIG. 8

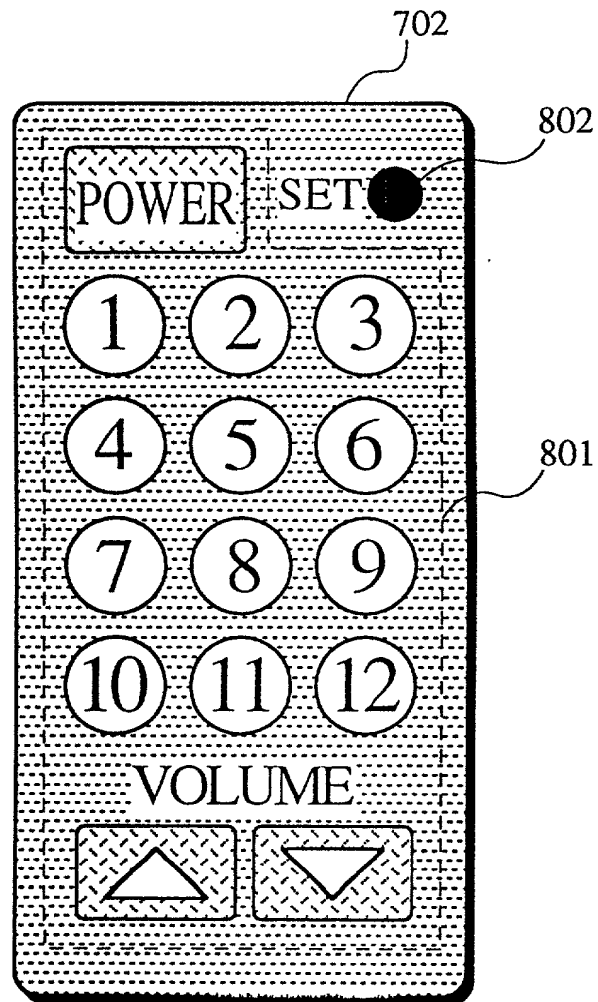




FIG. 9

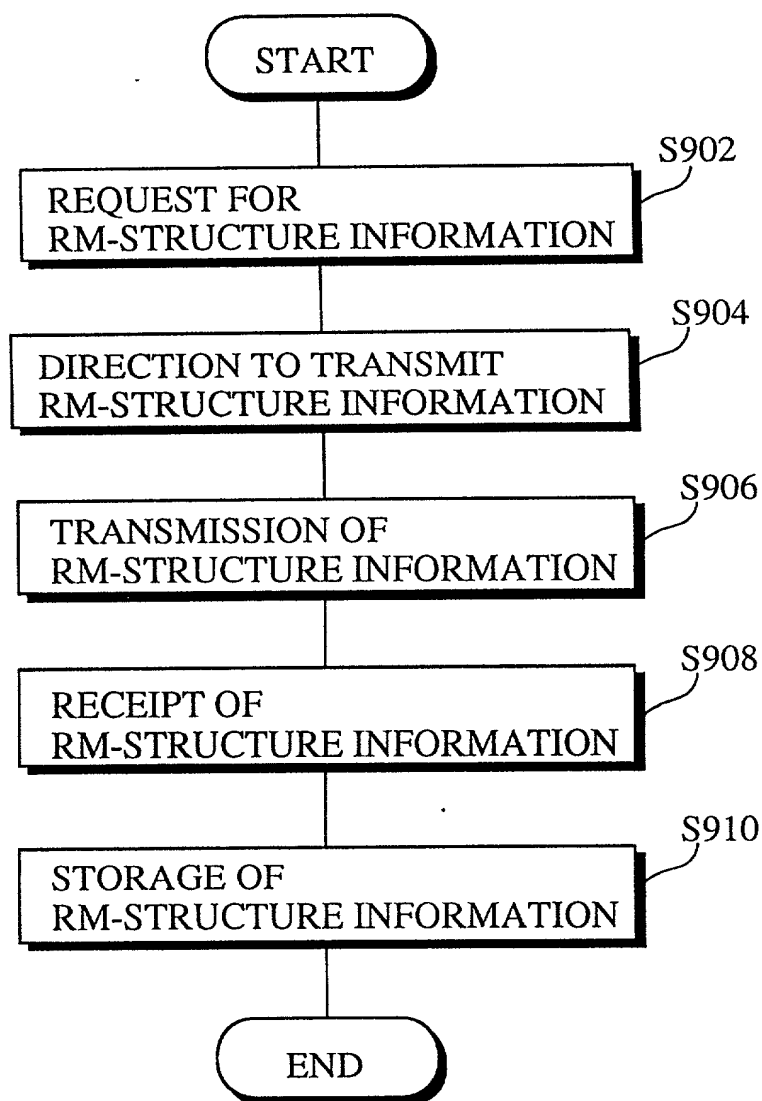


FIG. 10

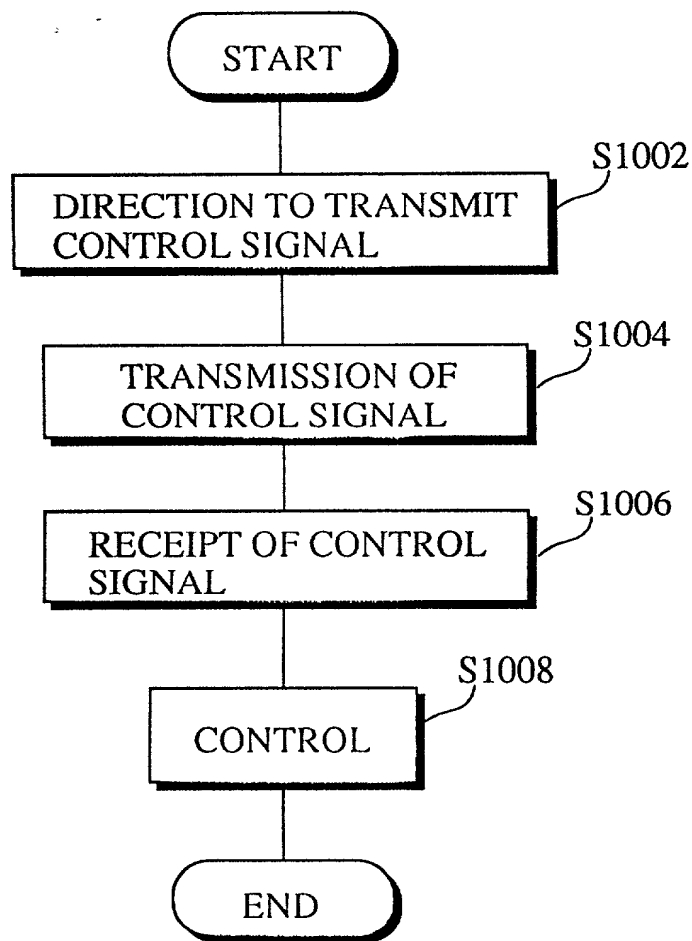


FIG. 11

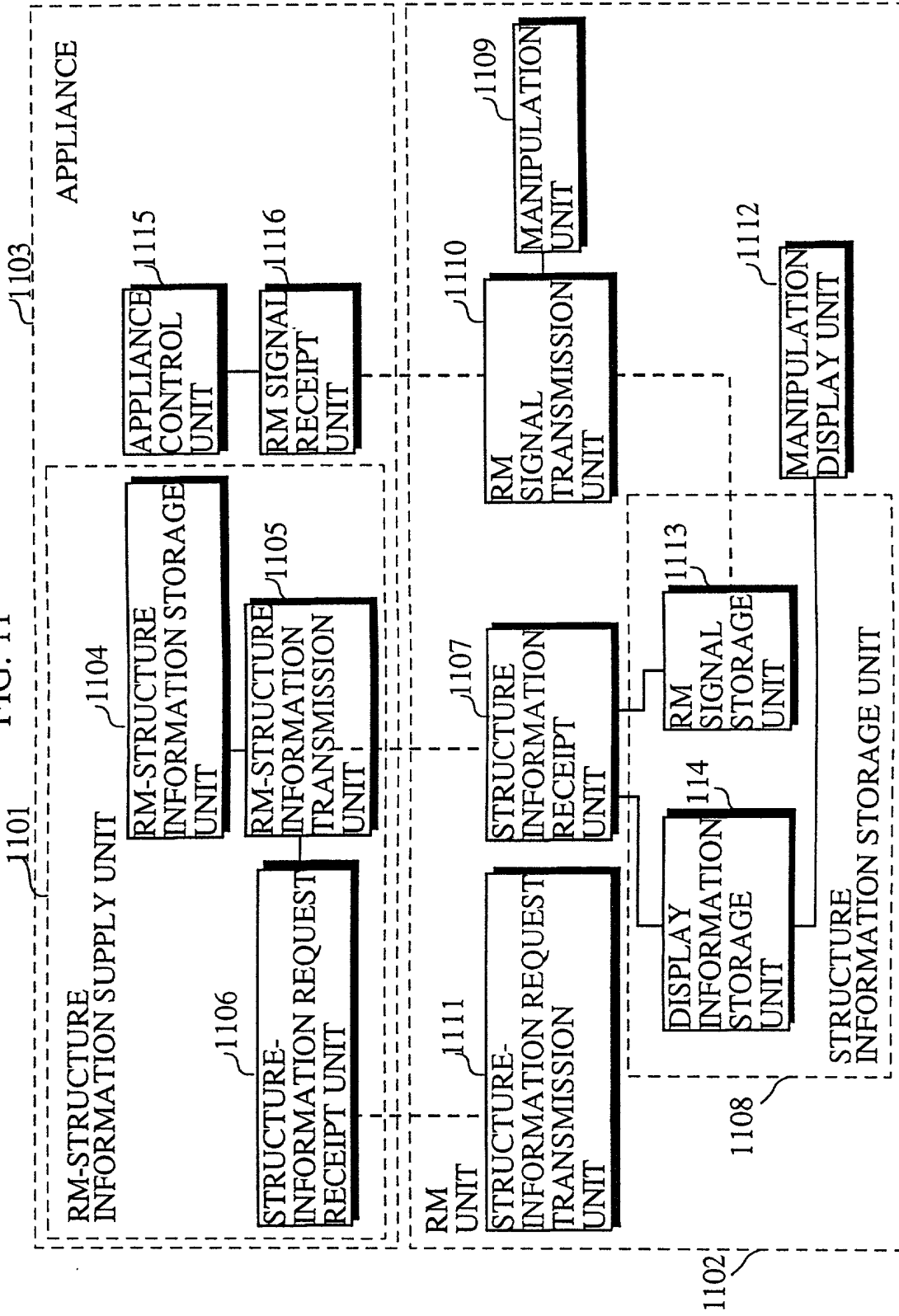


FIG. 12

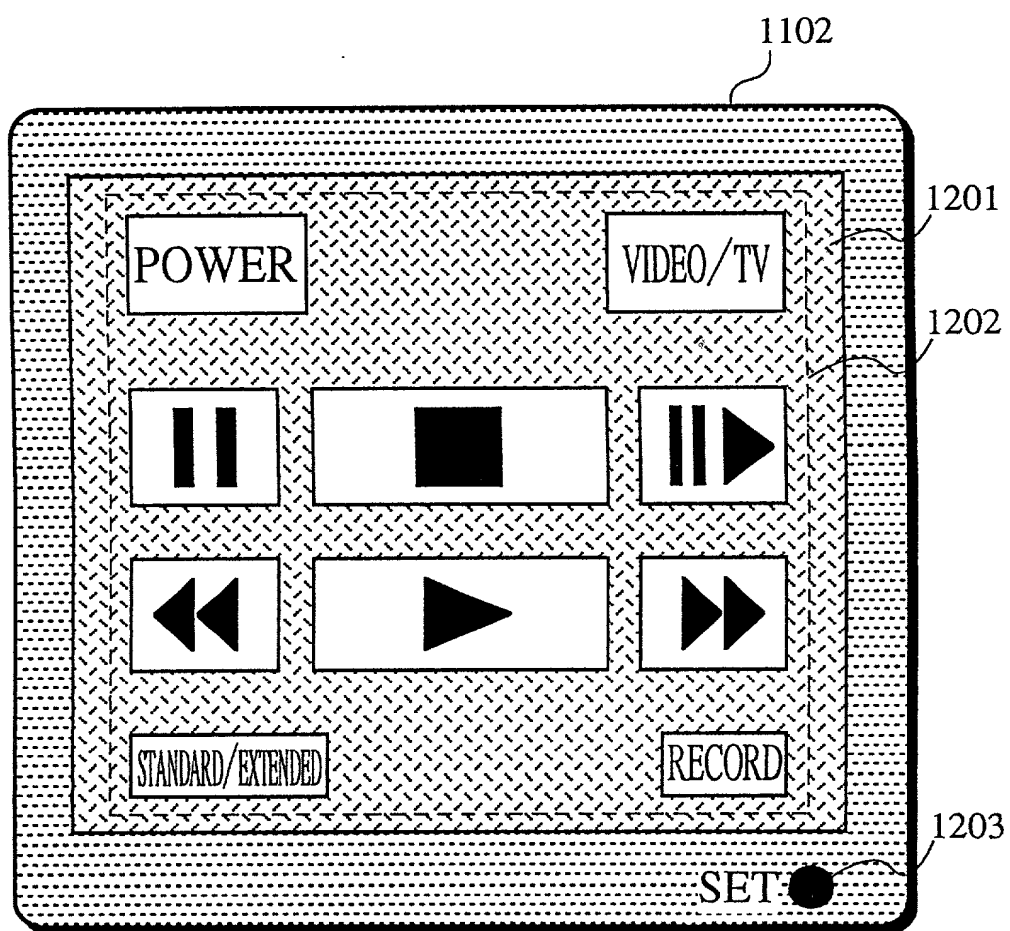


FIG. 13

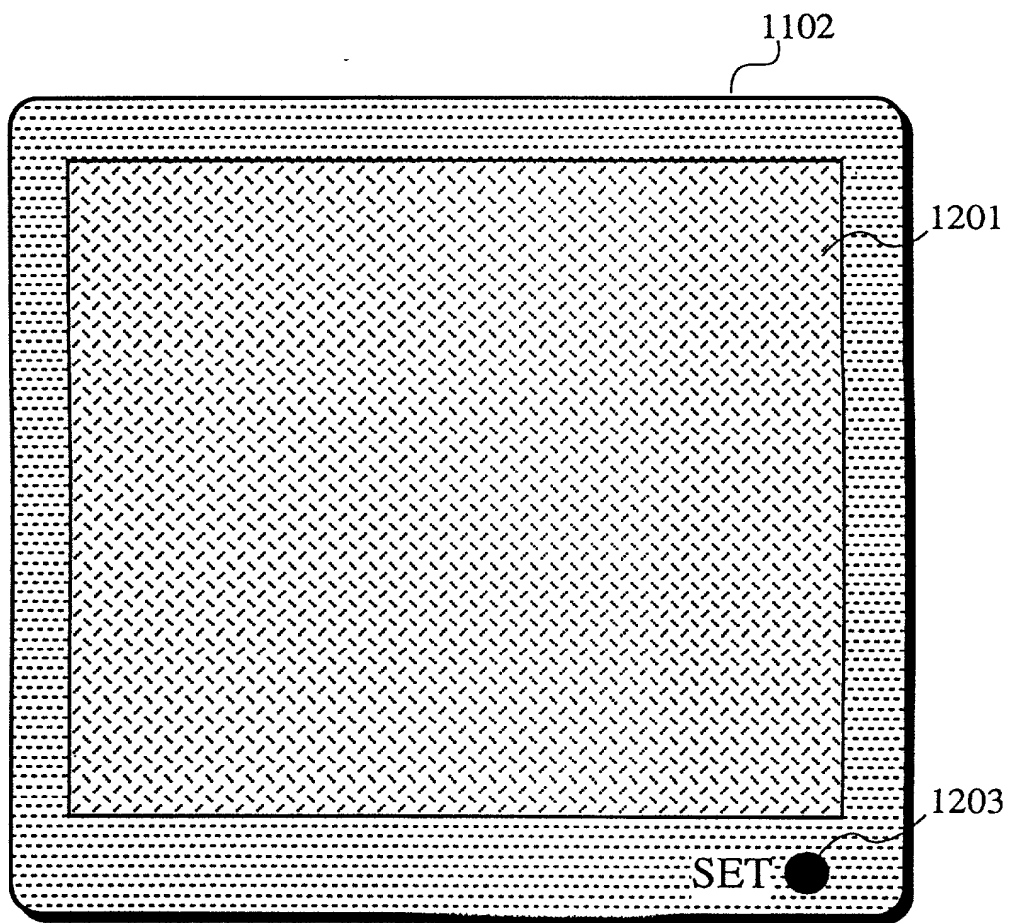


FIG. 14

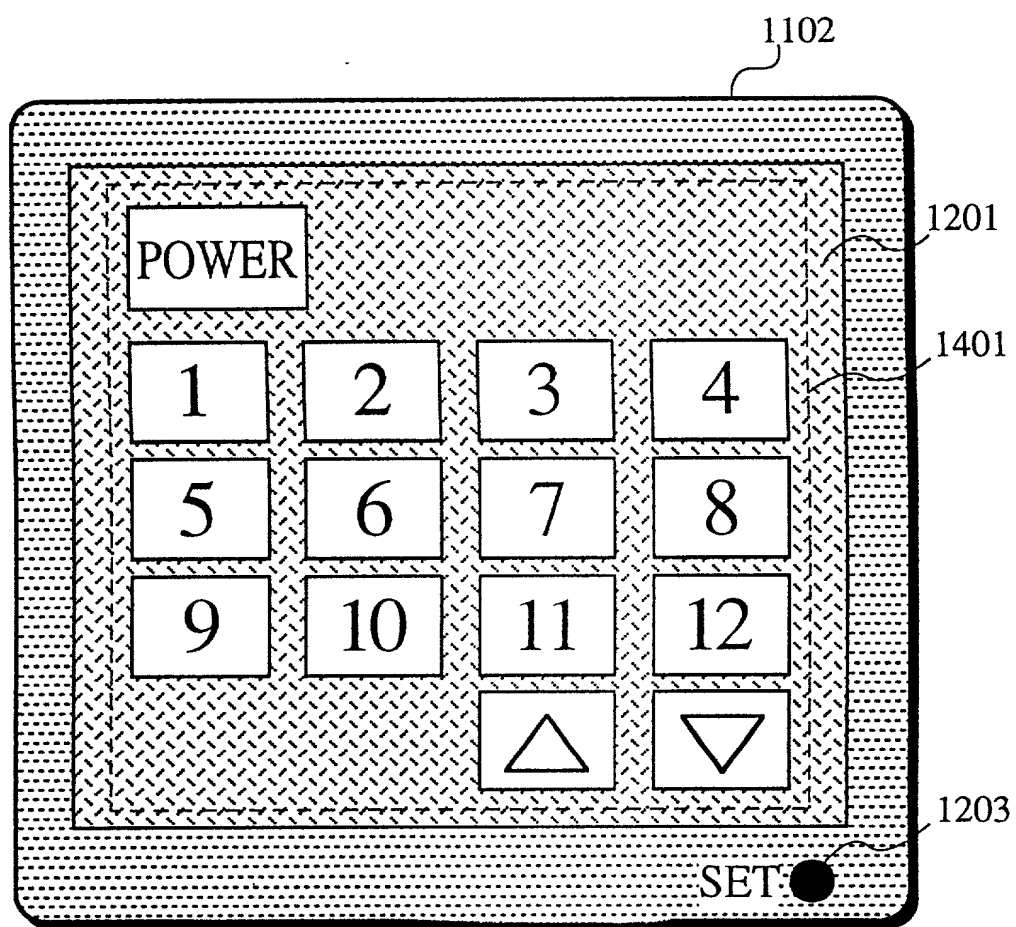


FIG. 15

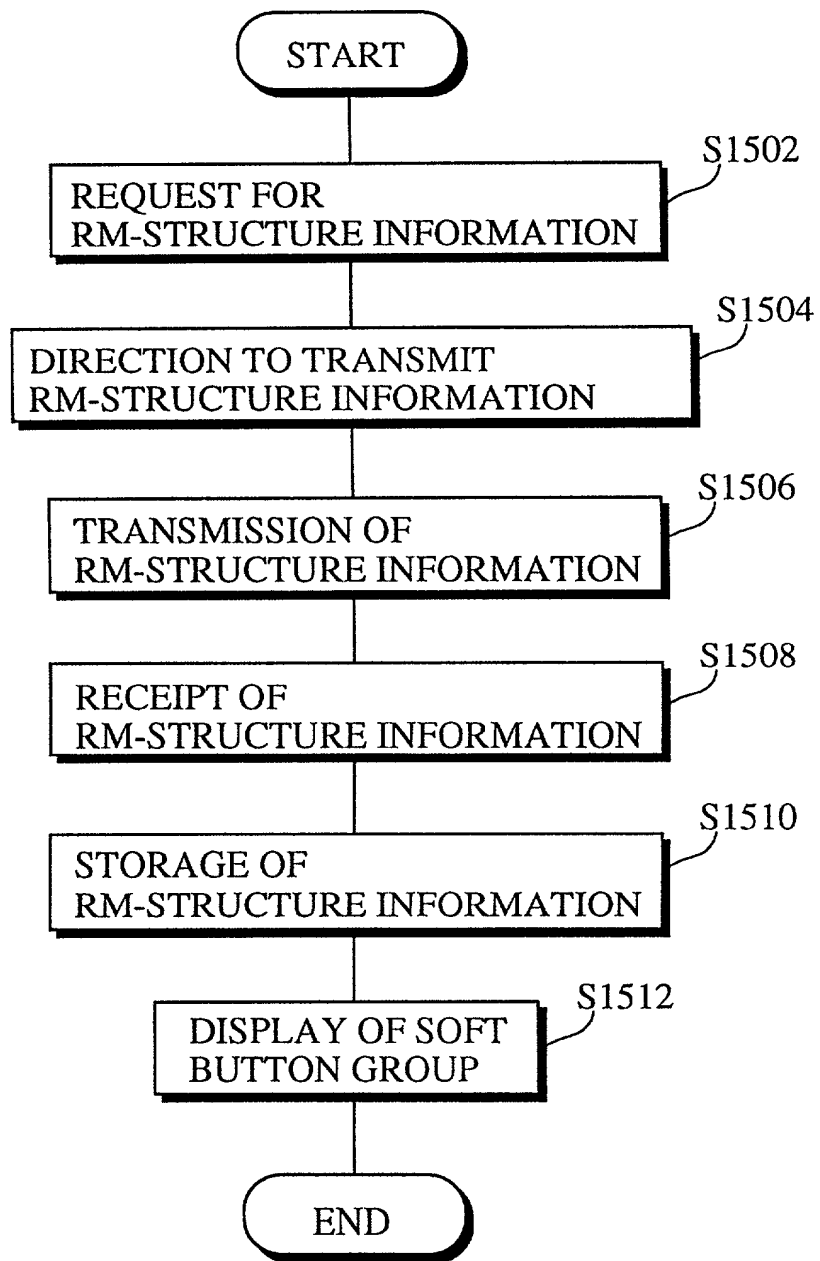


FIG. 16

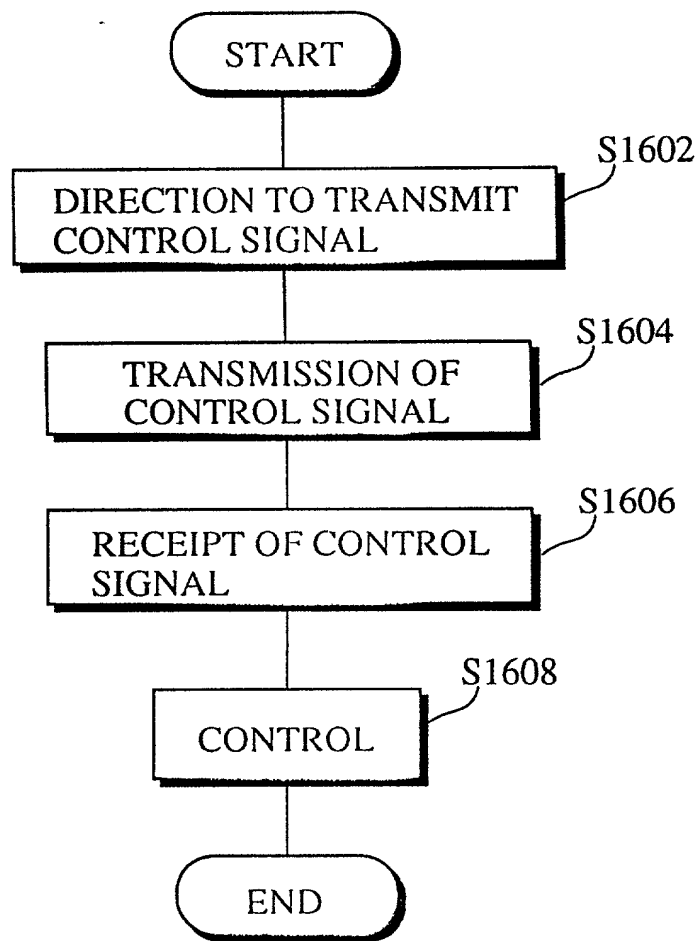




FIG. 17

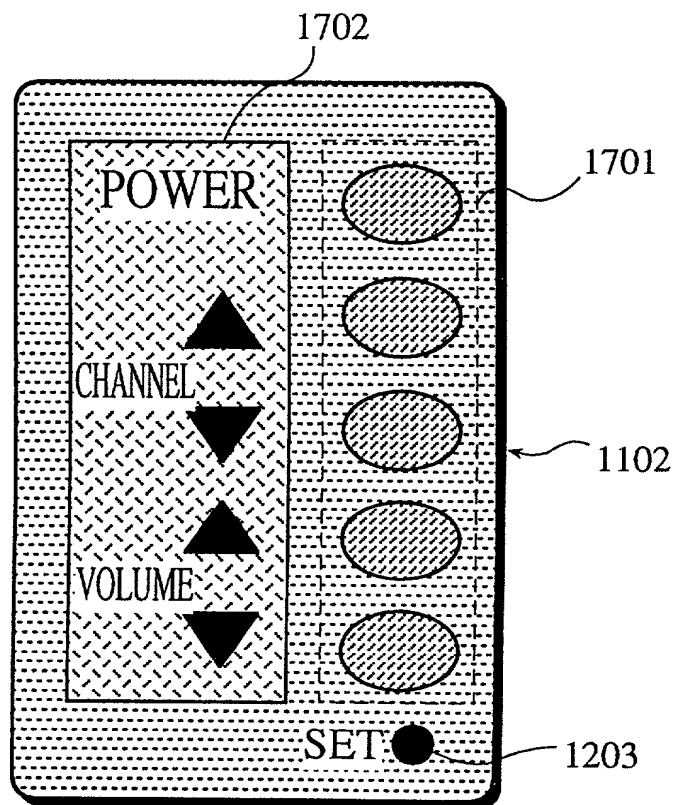


FIG. 18

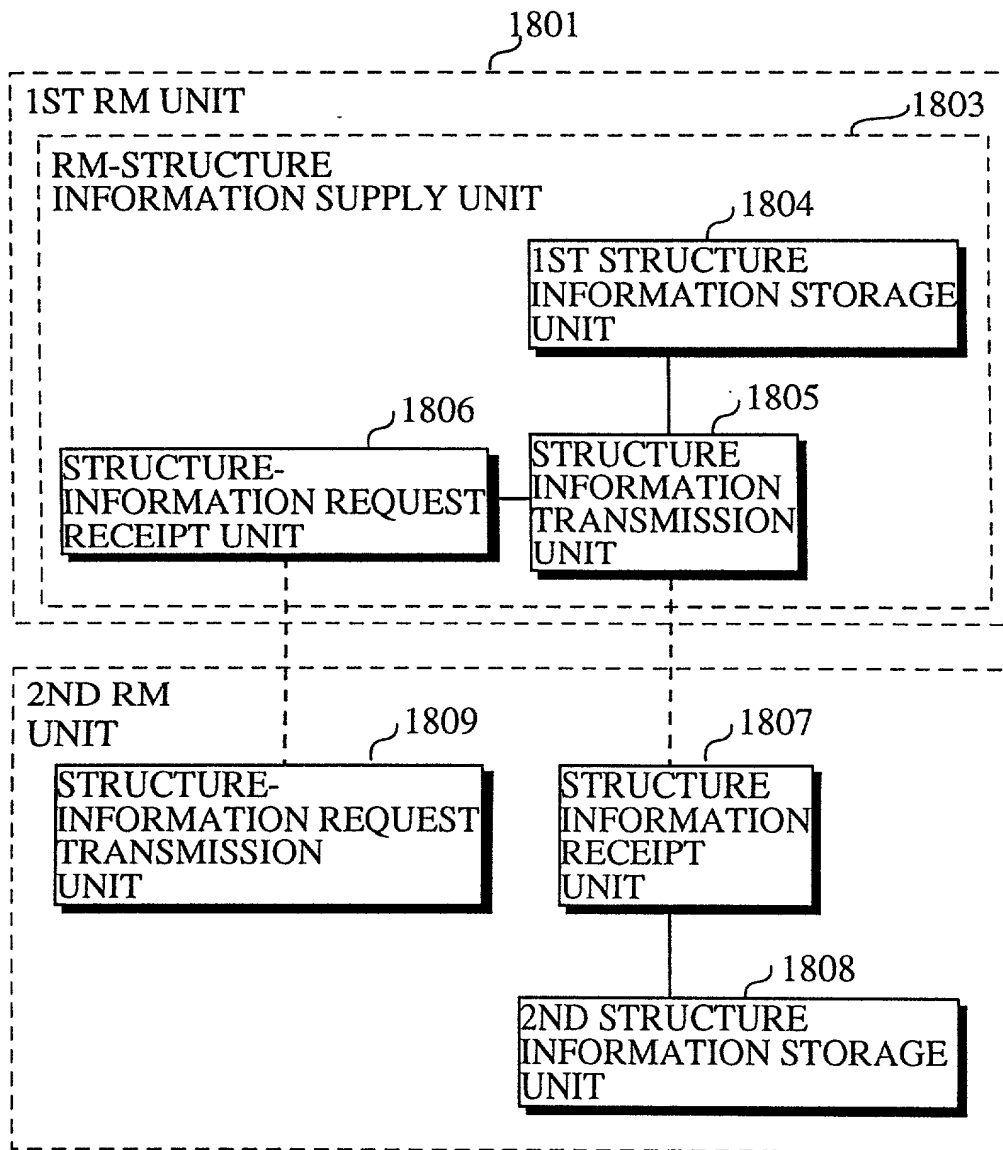


FIG. 19

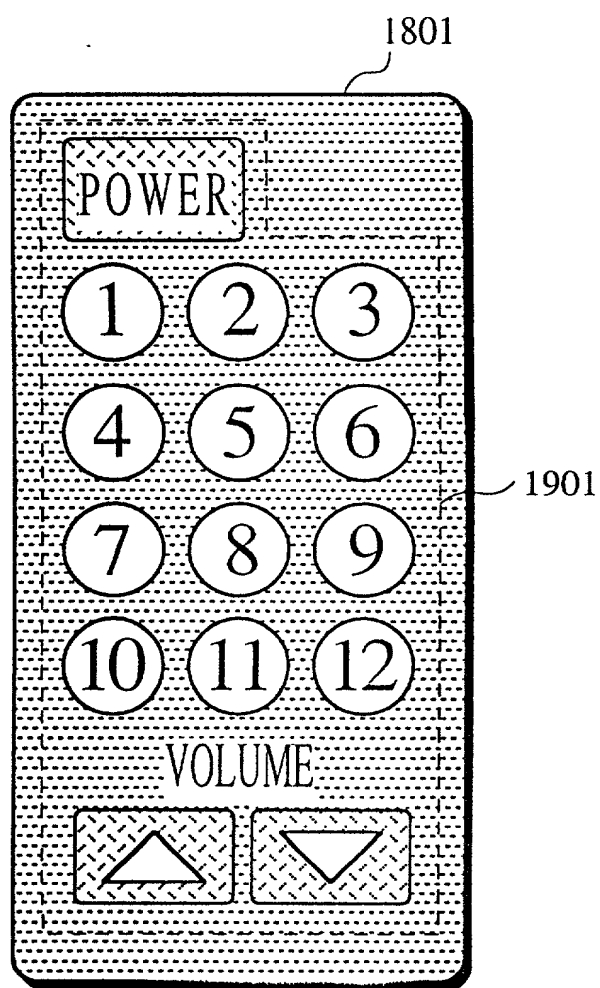


FIG. 20

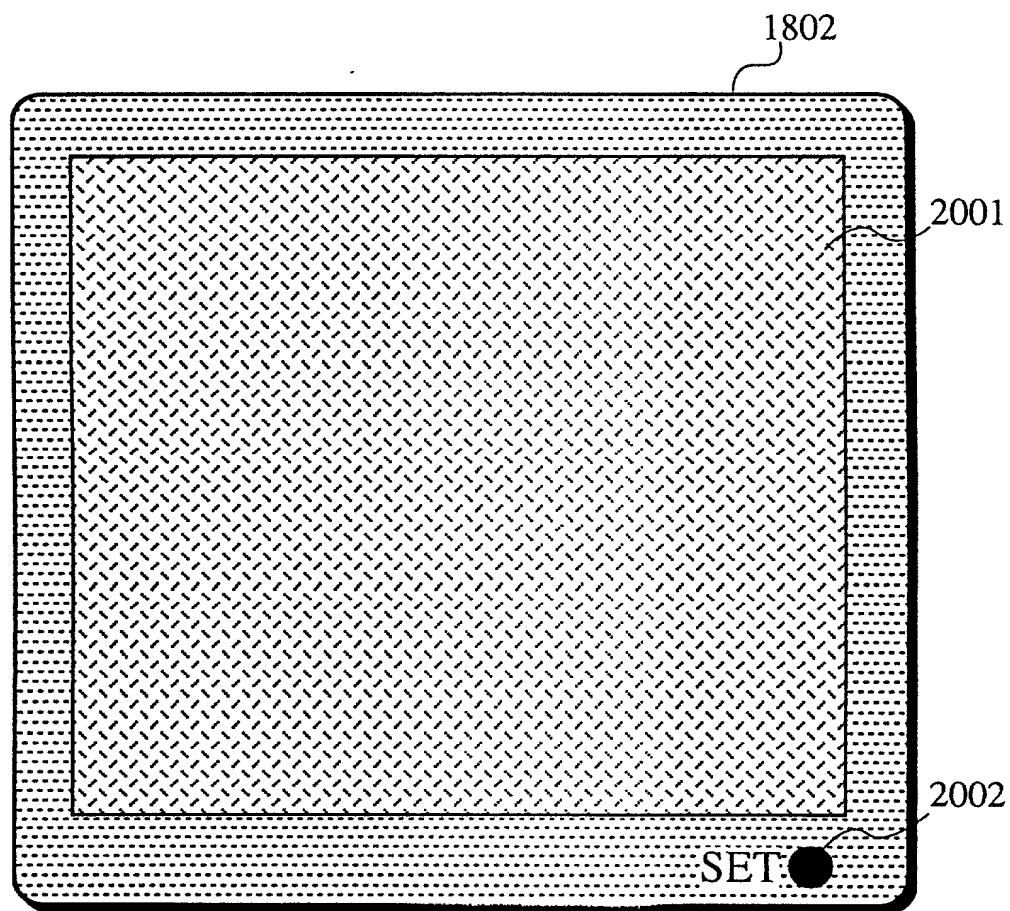


FIG. 21

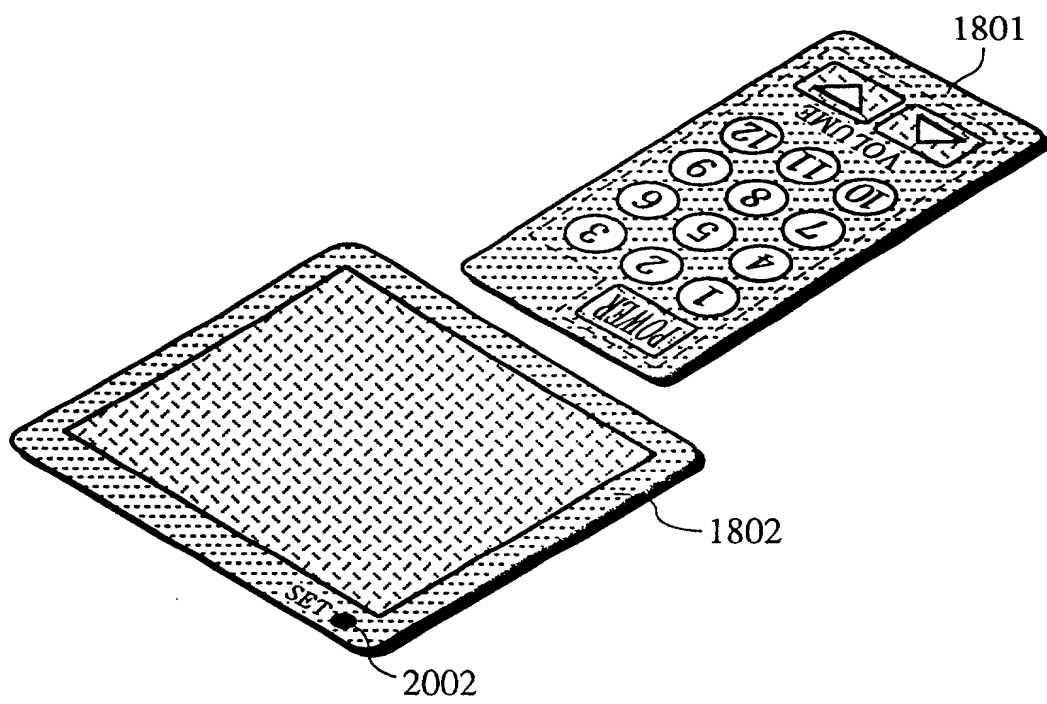


FIG. 22

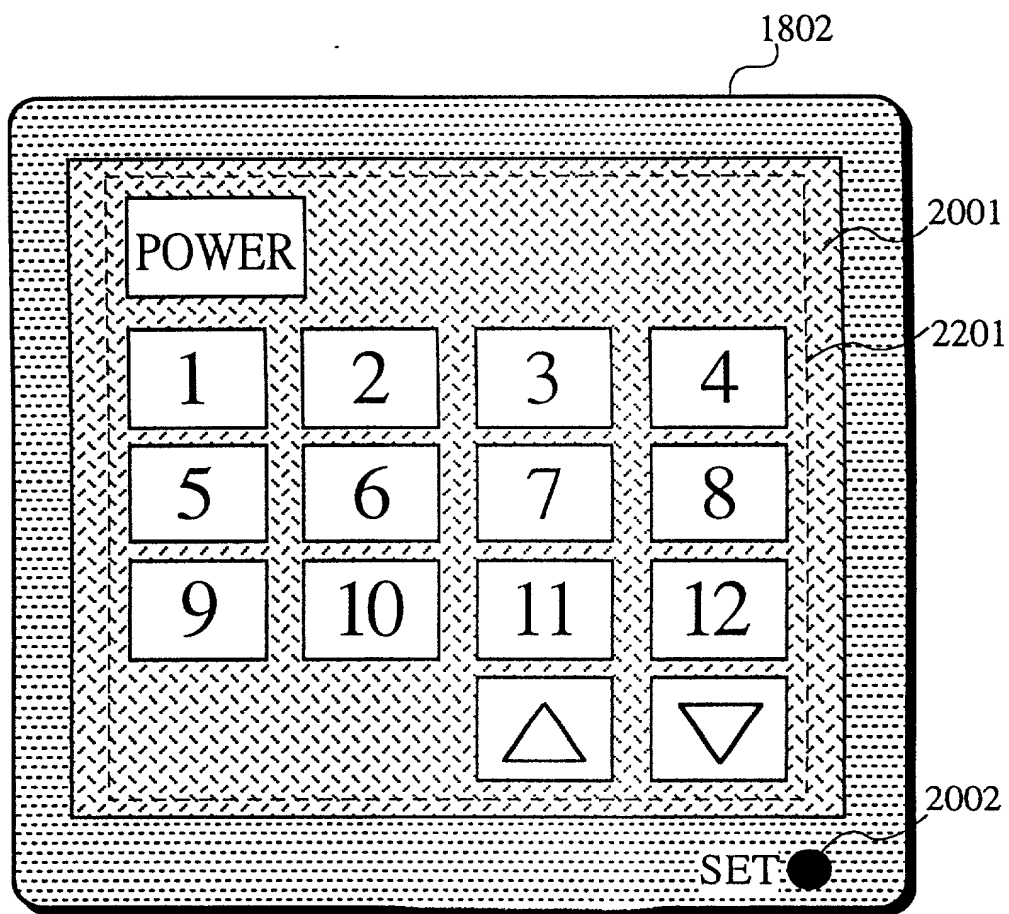


FIG. 23

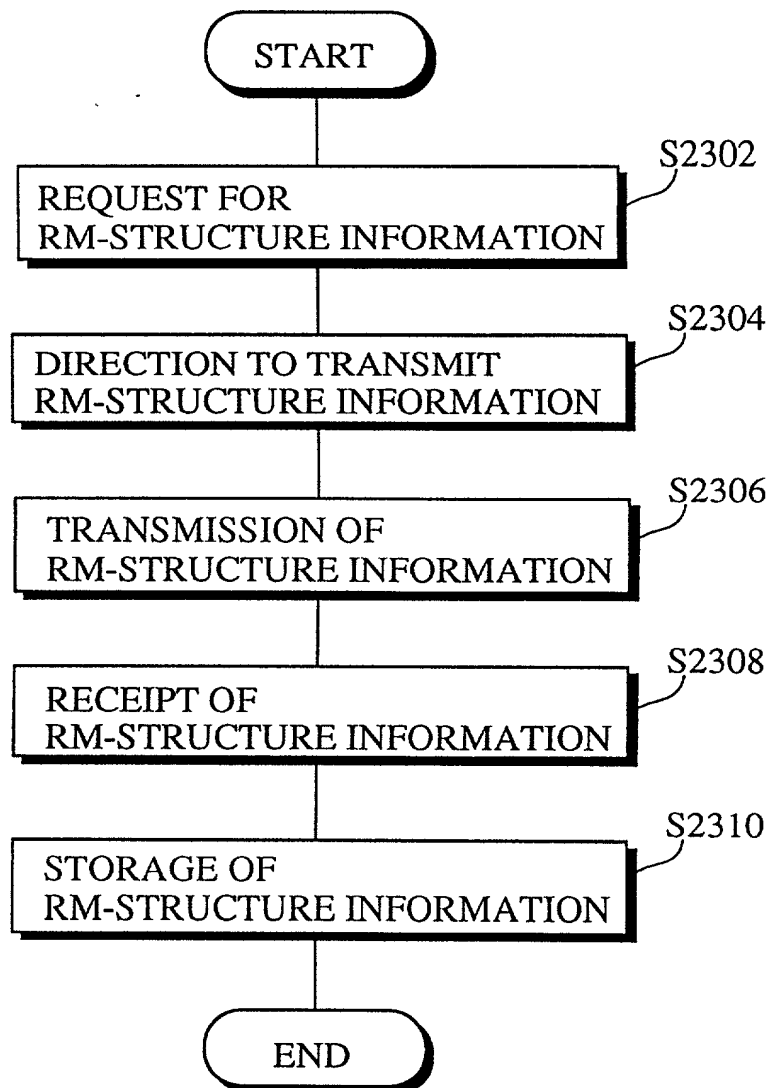


FIG. 24

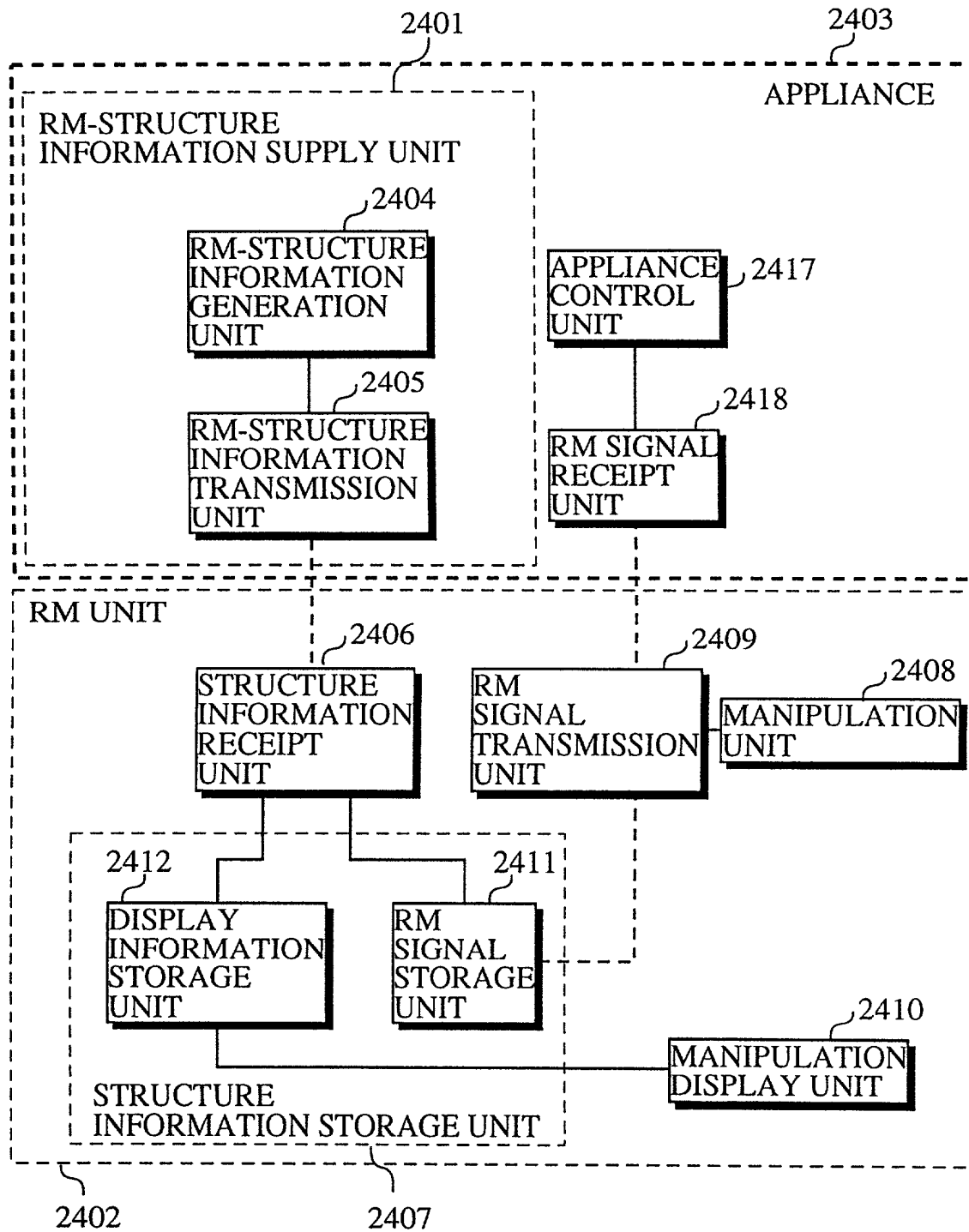




FIG. 25

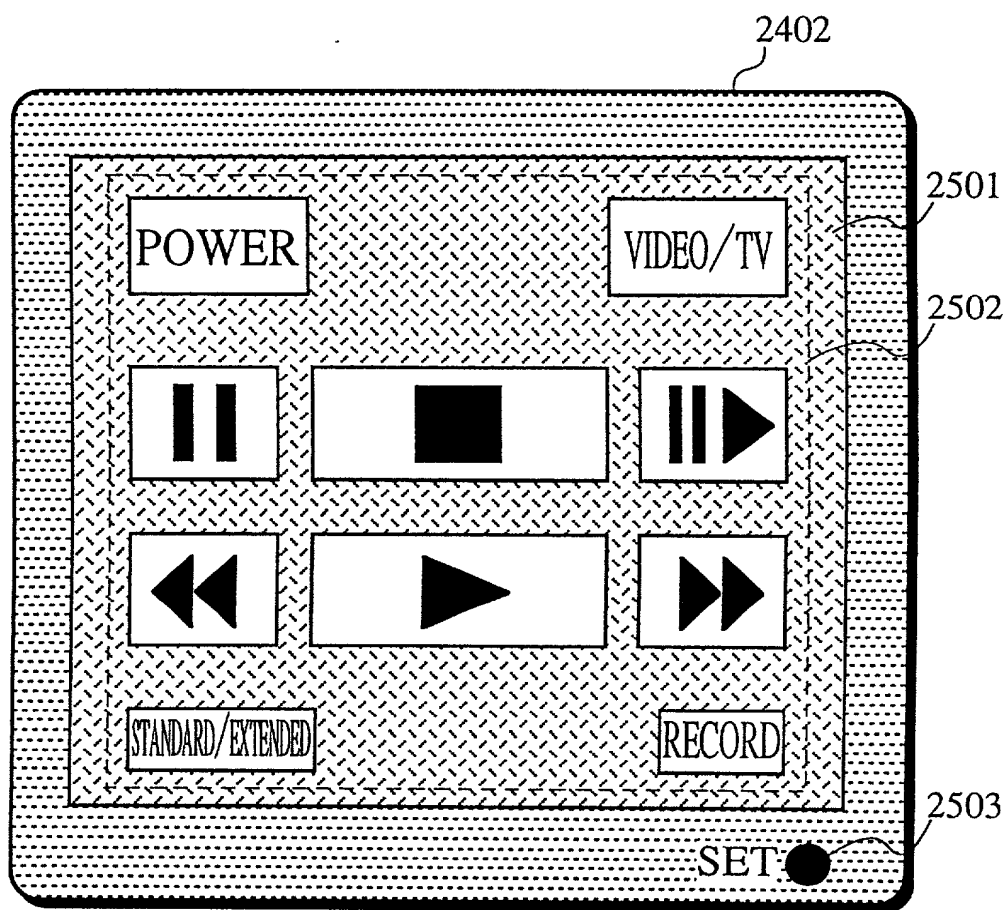


FIG. 26

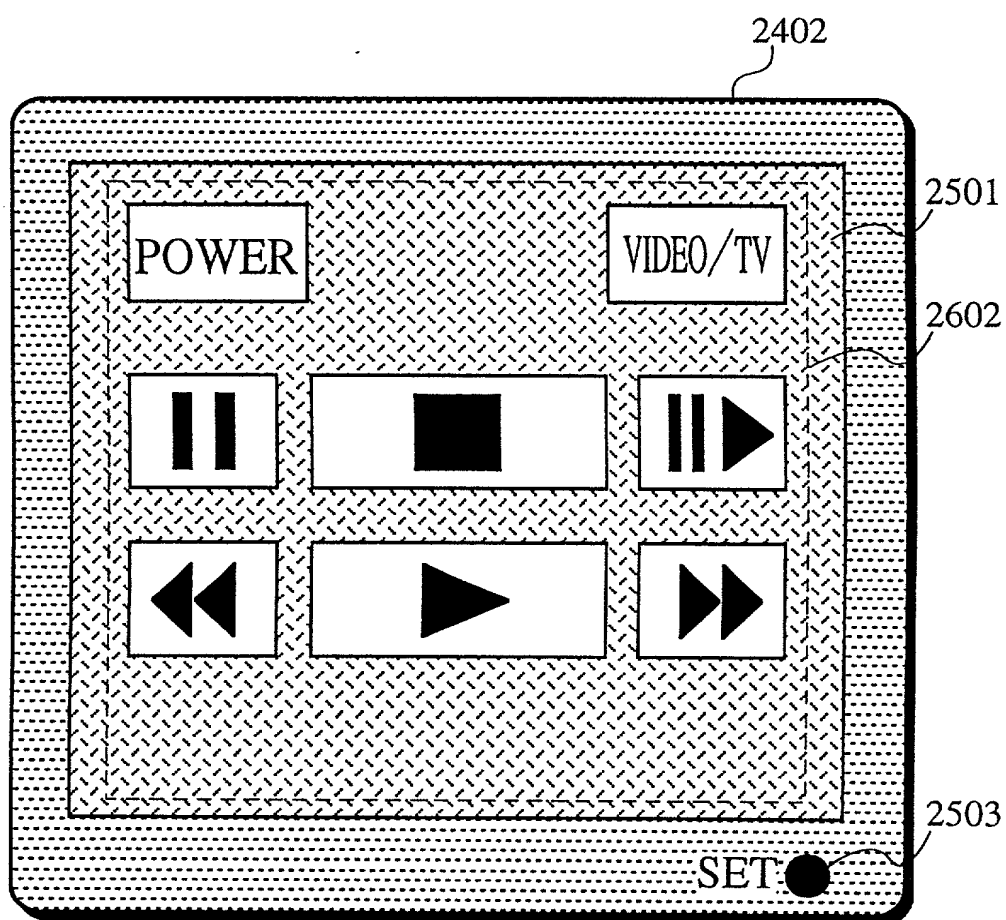


FIG. 27

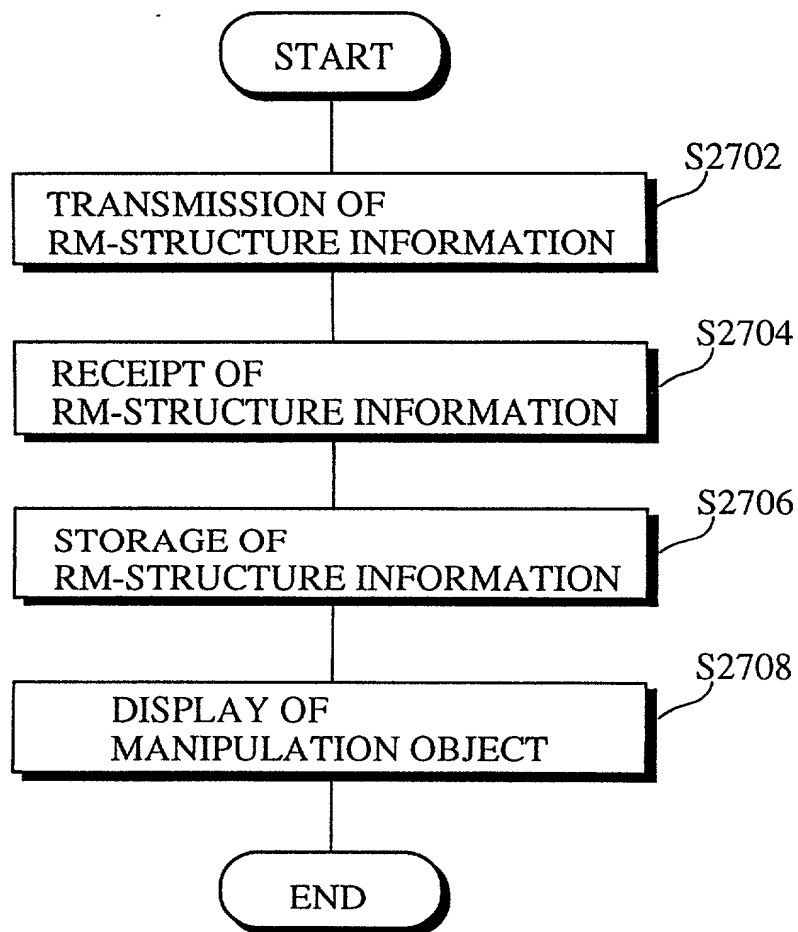


FIG. 28

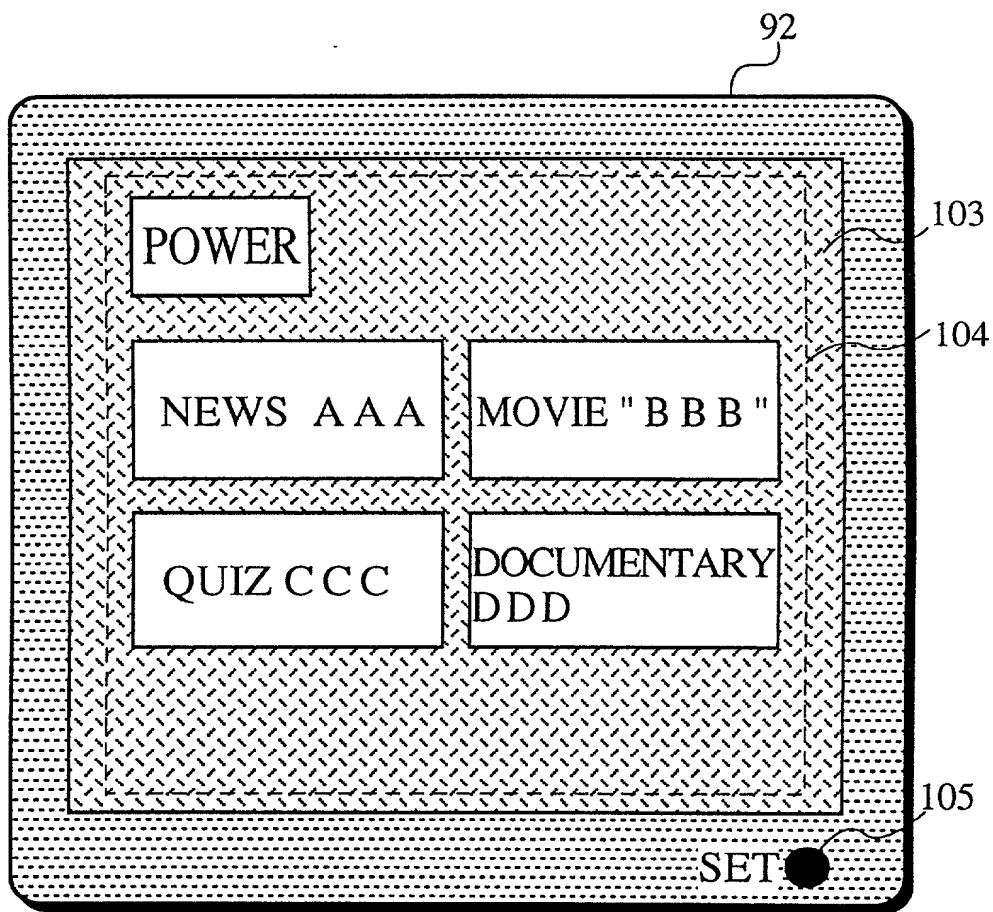


FIG. 29

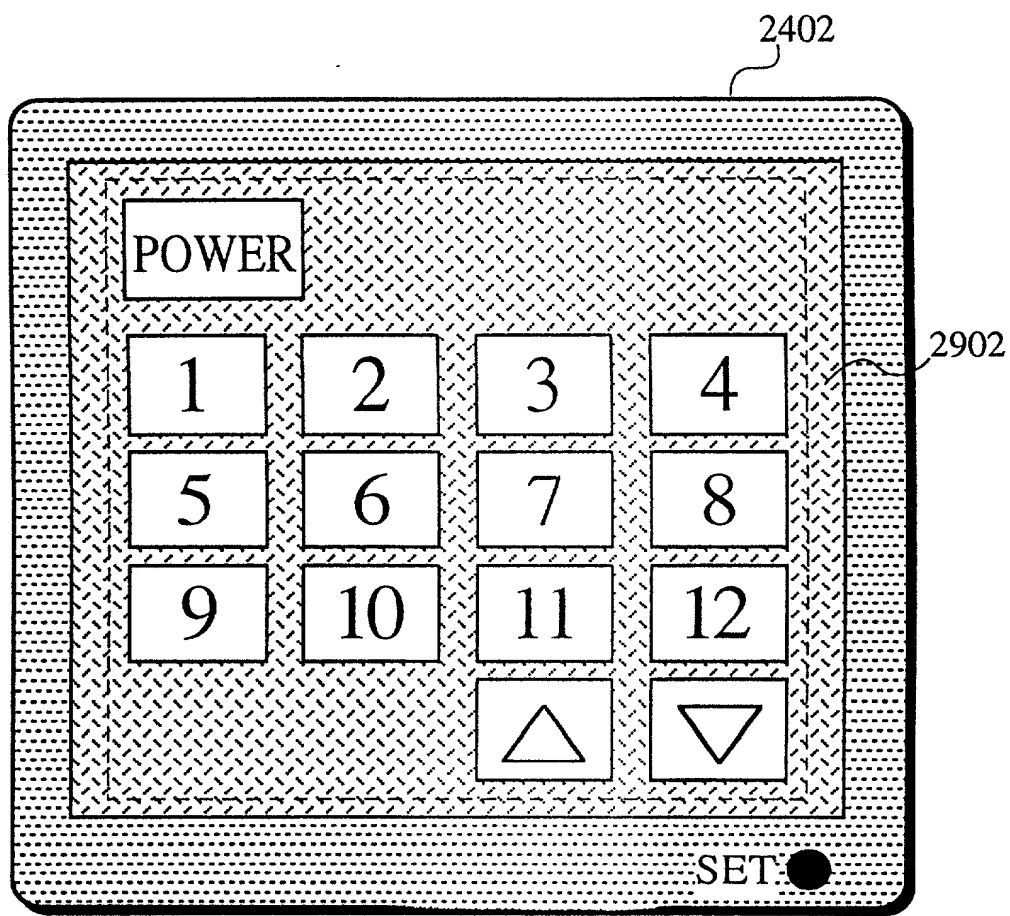


FIG. 30

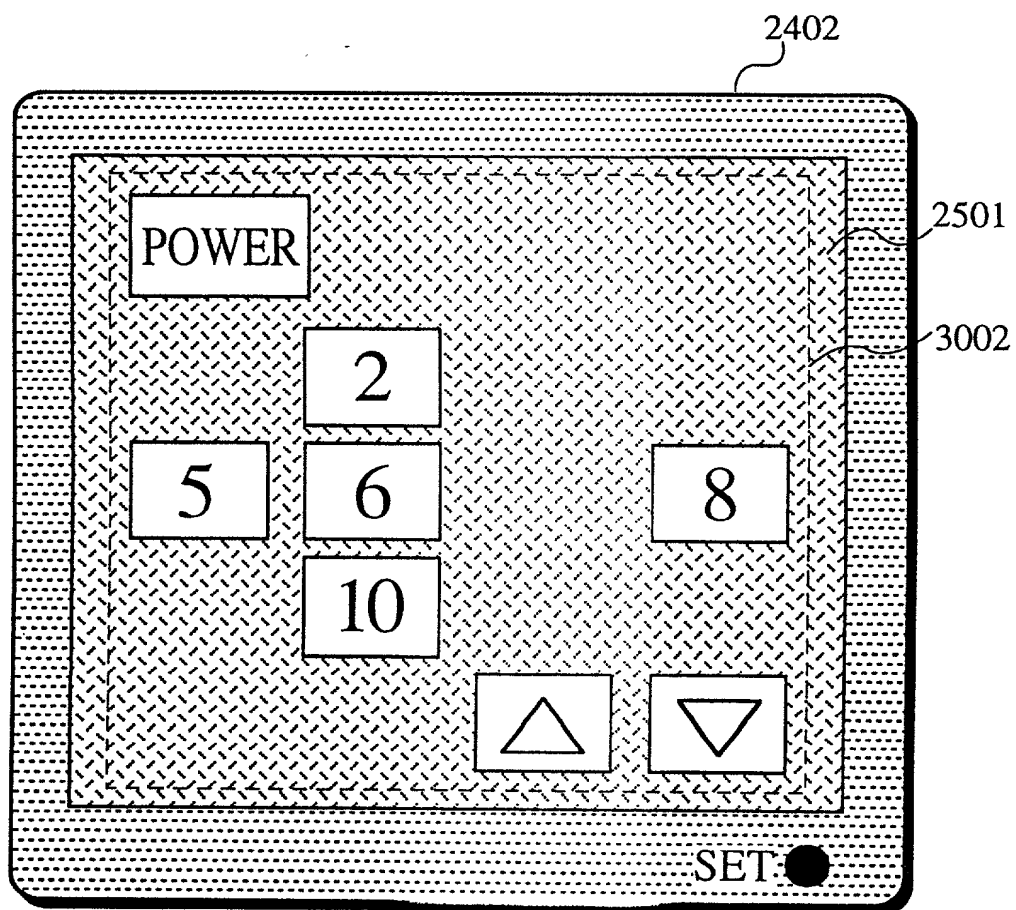


FIG. 31

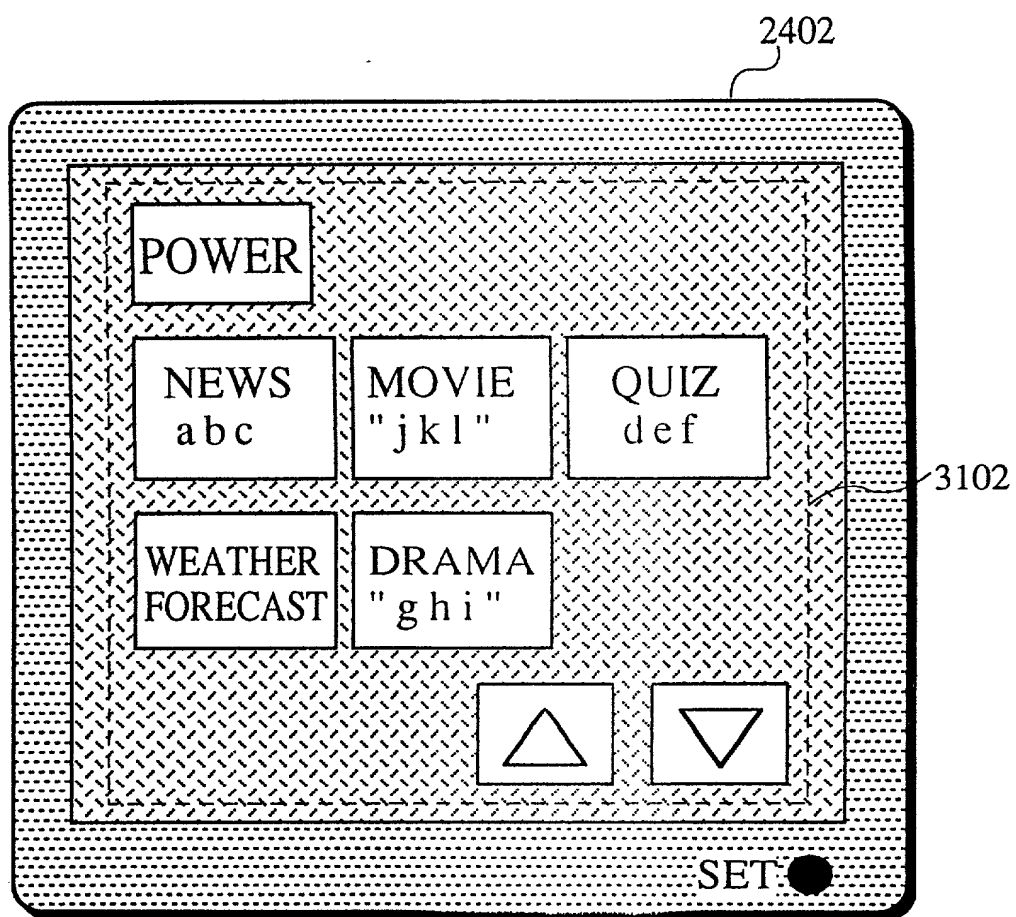


FIG. 32

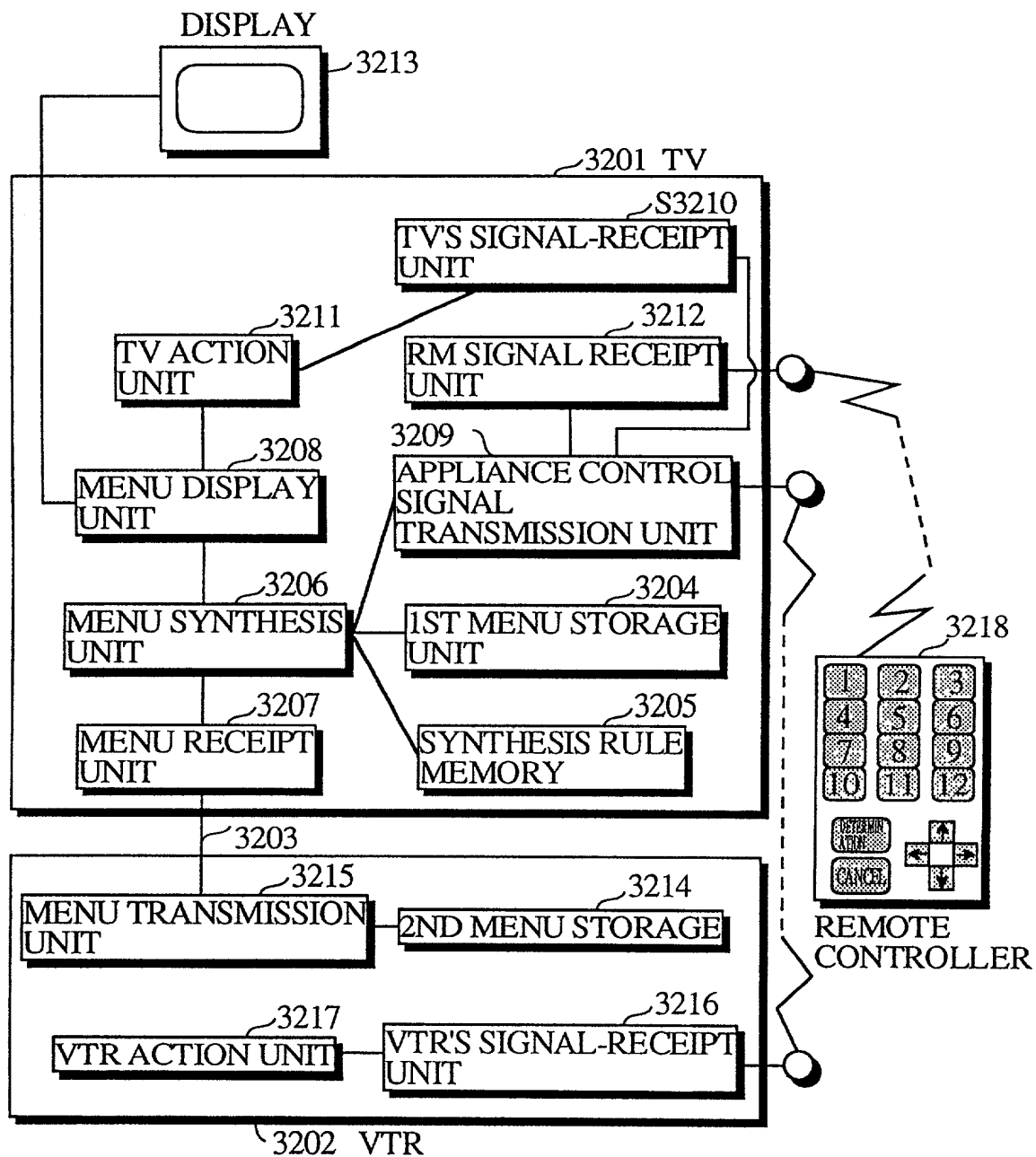




FIG. 33A

```
<MENU>TV
  <SUB-MENU>BASIC_MANIPULATION
    <PANEL>BASIC_MANIPULATION_PANEL
  <SUB-MENU>SUB-SCREEN
    <PANEL>SUB-SCREEN_MANIPULATION_PANEL
  <SUB-MENU>ADJUSTMENT
    <PANEL>ADJUSTMENT_PANEL
</MENU>

<PANEL>BASIC_MANIPULATION_PANEL
  <BUTTON>CHANNEL_UP_BUTTON
  <BUTTON>CHANNEL_DOWN_BUTTON
  <BUTTON>VOLUME_UP_BUTTON
  <BUTTON>VOLUME_DOWN_BUTTON
  <BUTTON>MUTE_BUTTON
  <BUTTON>POWER_ON/OFF_BUTTON
</PANEL>
<PANEL>SUB-SCREEN_MANIPULATION_PANEL
  <BUTTON>CHANNEL_UP_BUTTON
  <BUTTON>VOLUME_UP_BUTTON
  <BUTTON>VOLUME_DOWN_BUTTON
  <BUTTON>PICTURE_CHANGE_BUTTON
  <BUTTON>POSITION_CHANGE_BUTTON
</PANEL>
<PANEL>ADJUSTMENT_PANEL
  <BUTTON>IMAGE_SWITCH_BUTTON
  <BUTTON>SPEECH_MENU_BUTTON
  <BUTTON>IMAGE_MENU_BUTTON
  <BUTTON>IMAGE_NR_SWITCH_BUTTON
</PANEL>
```

FIG. 33B

```
<BUTTON>CHANNEL__UP__BUTTON
      <EVENT>CHANNEL__UP
</BUTTON>
<BUTTON>CHANNEL__DOWN__BUTTON
      <EVENT>CHANNEL__DOWN
</BUTTON>
<BUTTON>VOLUME__UP__BUTTON
      <EVENT>VOLUME__UP
</BUTTON>
<BUTTON>VOLUME__DOWN__BUTTON
      <EVENT>VOLUME__DOWN
</BUTTON>
<BUTTON>MUTE__BUTTON
      <EVENT>MUTE
</BUTTON>
<BUTTON>POWER__ON/OFF__BUTTON
      <EVENT>POWER__SWITCH
</BUTTON>
<BUTTON>PICTURE__CHANGE__BUTTON
      <EVENT>CHANGE__PICTURE
</BUTTON>
<BUTTON>POSITION__CHANGE__BUTTON
      <EVENT>CHANGE__POSITION
</BUTTON>
<BUTTON>IMAGE__SWITCH__BUTTON
      <EVENT>SWITCH__IMAGE
</BUTTON>
<BUTTON>SPEECH__MENU__SWITCH__BUTTON
      <EVENT>CHANGE__SPEECH
</BUTTON>
<BUTTON>IMAGE__MENU__SWITCH__BUTTON
      <EVENT>CHANGE__IMAGE
</BUTTON>
<BUTTON>IMAGE__NR__SWITCH__BUTTON
      <EVENT>SWITCH__NR
</BUTTON>
```

FIG. 34

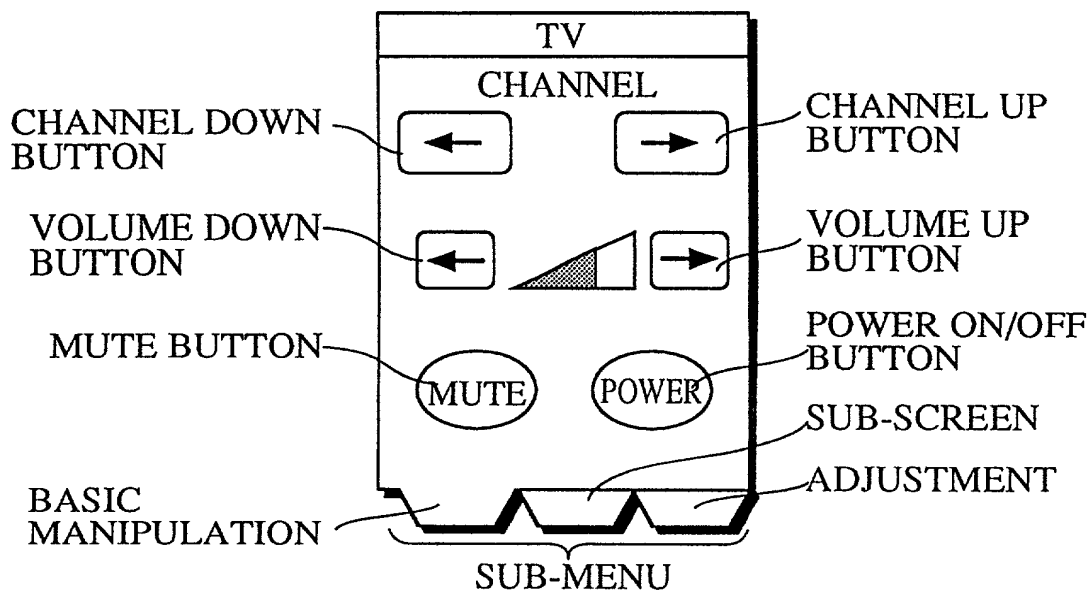


FIG. 35

```
S3501
IF (ANY VALUE OF THE <MENU> TAG IN THE SYNTHESIZING MENU
    INFORMATION DOES NOT MATCH WITH THE VALUE OF THE <MENU>
    TAG IN THE SYNTHESIZED MENU INFORMATION){
    IF (THERE EXISTS A VALUE FOR THE <MENU> TAG AT THE
S3502     HIGHEST POSITION IN A HIERARCHY IN THE SYNTHESIZING MENU
        INFORMATION){
            GENERATE THE HIGHEST POSITION <MENU> TAG WITH NO VALUE,
            AND REGISTER THE <MENU> TAG AT THE HIGHEST POSITION IN A
            HIERARCHY IN THE SYNTHESIZING MENU INFORMATION
            AND THE <MENU> AT THE TAG HIGHEST POSITION IN A HIERARCHY
            IN THE SYNTHESIZED MENU INFORMATION AS THE VALUE OF
            THE GENERATED HIGHEST POSITION <SUB-MENU> TAG AT THE
            HIGHEST POSITION}.....(1)
S3503
        }
    }
    ELSE {
S3504     IF (ANY VALUE OF THE <SUB-MENU> IN THE SYNTHESIZING MENU
        INFORMATION DOES NOT MATCH WITH THE VALUE OF THE <SUB-
        MENU> IN THE SYNTHESIZED MENU INFORMATION){
S3505     3502){
            ADD THE <SUB-MENU> AND SUBSEQUENT IN
            SYNTHESIZED MENU INFORMATION TO THE 2ND LEVEL SUB-
            MENU IN THE SYNTHESIZING MENU INFORMATION}..(2)
        }
S3506     ELSE {
            ADD THE <BUTTON> TAG IN THE SYNTHESIZED MENU
            INFORMATION TO THE PANEL IDENTIFIED BY THE VALUE OF THE
            <PANEL> TAG IN THE SYNTHESIZED MENU INFORMATION
        }
    }
}
```

FIG. 36

```

<MENU>VTR
  <SUB-MENU>PLAY BACK
    <PANEL>PLAY BACK__PANEL
  <SUB-MENU>RECORD
    <PANEL>RECORD__PANEL
</MENU>

<PANEL>PLAY BACK__PANEL
  <BUTTON>POWER__ON/OFF__BUTTON
  <BUTTON>PLAY BACK__BUTTON
  <BUTTON>FAST-FORWARD__BUTTON
  <BUTTON>REWIND__BUTTON
  <BUTTON>STOP__BUTTON
</PANEL>
<PANEL>RECORD__PANEL
  <BUTTON>POWER__ON/OFF__BUTTON
  <BUTTON>CHANNEL__SET__BUTTON
  <BUTTON>START_TIME SET__BUTTON
  <BUTTON>END__TIME__SET__BUTTON
</PANEL>

<BUTTON>PLAY BACK__BUTTON
  <EVENT>PLAY
</BUTTON>
<BUTTON>FAST-FORWARD__BUTTON
  <EVENT>NEXT
</BUTTON>
<BUTTON>REWIND__BUTTON
  <EVENT>PREVIOUS
</BUTTON>
<BUTTON>STOP__BUTTON
  <EVENT>STOP
</BUTTON>
<BUTTON>CHANNEL__SET__BUTTON
  <EVENT>CHANNEL__SWITCH
</BUTTON>
<BUTTON>START_TIME__SET__BUTTON
  <EVENT>TIME__SWITCH
    __TO__START TIME
</BUTTON>
<BUTTON>END__TIME__SET__BUTTON
  <EVENT>TIME__SWITCH
    __TO__END TIME
</BUTTON>

```

FIG. 37A

```
<MENU>
  <SUB-MENU>TV
    <MENU>TV
  <SUB-MENU>VTR
    <MENU>VTR
</MENU>

<MENU>TV
  <SUB-MENU>BASIC__MANIPULATION
    <PANEL>BASIC__MANIPULATION__PANEL
  <SUB-MENU>SUB-SCREEN
    <PANEL>SUB-SCREEN__MANIPULATION__PANNEL
  <SUB-MENU>ADJUSMENT
    <PANEL>ADJUSMENT__PANEL
</MENU>

<MENU>VTR
  <SUB-MENU>PLAY BACK
    <PANEL>PLAY BACK__PANEL
  <SUB-MENU>RECORD
    <PANEL>RECORD__PANEL
</MENU>

<PANEL>BASIC__MANIPULATION__PANEL
  <BUTTON>CHANNEL__UP__BUTTON
  <BUTTON>CHANNEL__DOWN__BUTTON
  <BUTTON>VOLUME__UP__BUTTON
  <BUTTON>VOLUME__DOWN__BUTTON
  <BUTTON>MUTE__BUTTON
  <BUTTON>POWER__ON/OFF__BUTTON
</PANEL>
<PANEL>SUB-SCREEN__MANIPULATION__PANEL
  <BUTTON>CHANNEL__UP__BUTTON
  <BUTTON>VOLUME__UP__BUTTON
  <BUTTON>VOLUME__DOWN__BUTTON
  <BUTTON>PICTURE__CHANGE__BUTTON
  <BUTTON>POSITION__CHANGE__BUTTON
</PANEL>
<PANEL>ADJUSTMENT__PANEL
  <BUTTON>IMAGE__SWITCH__BUTTON
  <BUTTON>SPEECH__MENU__BUTTON
  <BUTTON>IMAGE__MENU__BUTTON
  <BUTTON>IMAGE__NR__SWITCH__BUTTON
</PANEL>
```

FIG. 37B

```

<BUTTON>CHANNEL_UP_BUTTON
      <EVENT>CHANNEL_UP
</BUTTON>
<BUTTON>CHANNEL_DOWN_BUTTON
      <EVENT>CHANNEL_DOWN
</BUTTON>
<BUTTON>VOLUME_UP_BUTTON
      <EVENT>VOLUME_UP
</BUTTON>
<BUTTON>VOLUME_DOWN_BUTTON
      <EVENT>VOLUME_DOWN
</BUTTON>
<BUTTON>MUTE_BUTTON
      <EVENT>MUTE
</BUTTON>
<BUTTON>POWER_ON/OFF_BUTTON
      <EVENT>POWER_SWITCH
</BUTTON>
<BUTTON>PICTURE_CHANGE_BUTTON
      <EVENT>CHANGE_PICTURE
</BUTTON>
<BUTTON>POSITION_CHANGE_BUTTON
      <EVENT>CHANGE_POSITION
</BUTTON>
<BUTTON>IMAGE_SWITCH_BUTTON
      <EVENT>SWITCH_IMAGE
</BUTTON>
<BUTTON>SPEECH_MENU_SWITCH_BUTTON
      <EVENT>CHANGE_SPEECH
</BUTTON>
<BUTTON>IMAGE_MENU_SWITCH_BUTTON
      <EVENT>CHANNEL_IMAGE
</BUTTON>
<BUTTON>IMAGE_NR_SWITCH_BUTTON
      <EVENT>SWITCH_NR
</BUTTON>

<PANEL>PLAYBACK_PANEL
      <BUTTON>POWER_ON/OFF_BUTTON
      <BUTTON>PLAYBACK_BUTTON
      <BUTTON>FAST-FORWARD_BUTTON
      <BUTTON>REWIND_BUTTON
      <BUTTON>STOP_BUTTON
</PANEL>
<PANEL>RECORD_PANEL
      <BUTTON>POWER_ON/OFF_BUTTON
      <BUTTON>CHANNEL_SET_BUTTON
      <BUTTON>START_TIME_SET_BUTTON
      <BUTTON>END_TIME_SET_BUTTON
</PANEL>

```

FIG. 37C

```
<BUTTON>PLAY BACK__BUTTON
      <EVENT>SAISEI
</BUTTON>
<BUTTON>FAST-FORWARD__BUTTON
      <EVENT>NEXT
</BUTTON>
<BUTTON>REWIND__BUTTON
      <EVENT>PREV
</BUTTON>
<BUTTON>STOP__BUTTON
      <EVENT>STOP
</BUTTON>
<BUTTON>CHANNEL__SET__BUTTON
      <EVENT>CHANNEL__SWITCH
</BUTTON>
<BUTTON>START__TIME__SET__BUTTON
      <EVENT>TIME__SWITCH
                        __TO__START TIME
</BUTTON>
<BUTTON>END__TIME__SET__BUTTON
      <EVENT>TIME__SWITCH
                        __TO__END TIME
</BUTTON>
```



FIG. 38

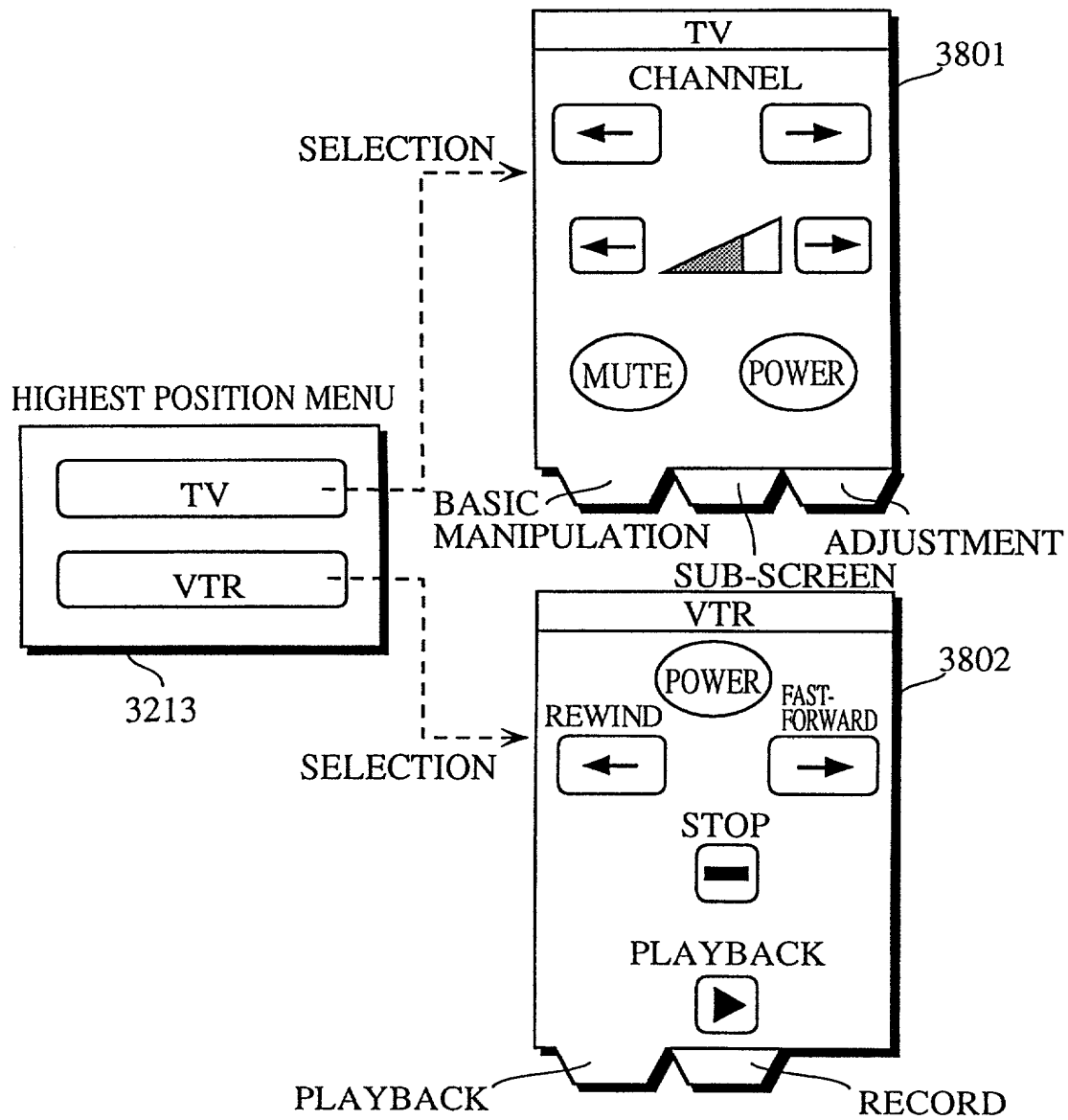


FIG. 39

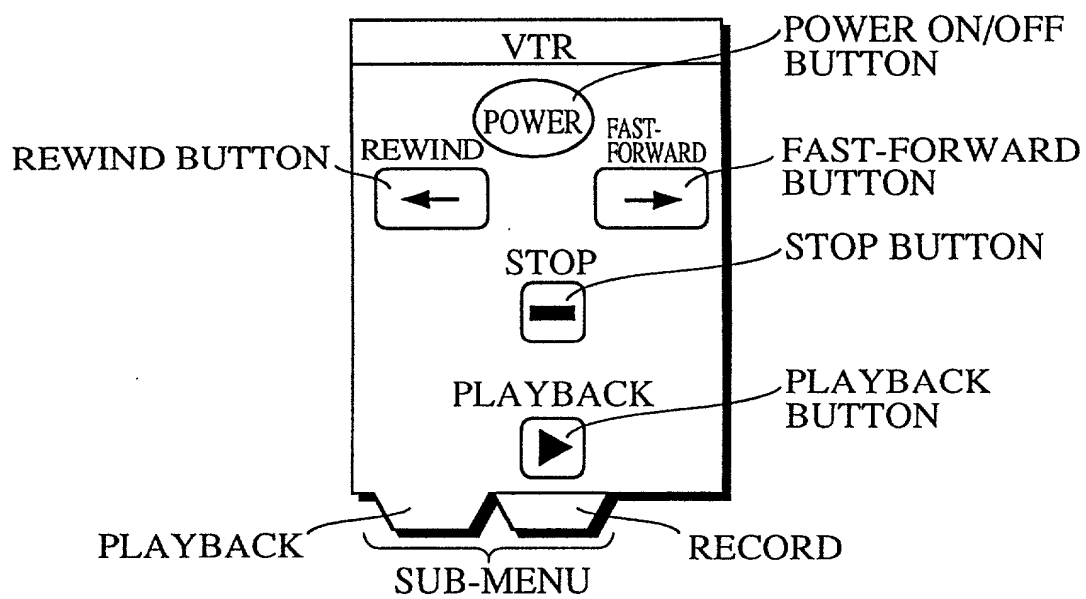


FIG. 40

```
<MENU>VTR
  <SUB-MENU>MAKE_TABLE_OF_CONTENTS
    <PANEL>MAKE_TABLE_OF_CONTENTS_PANEL
  <SUB-MENU>RECORD
    <PANEL>RECORD_PANEL
</MENU>

<PANEL>MAKE_TABLE_OF_CONTENTS_PANEL
  <BUTTON>TYPE_SELECT_BUTTON
  <BUTTON>TITLE_MAKE_BUTTON
  <BUTTON>SUBJECT_IMAGE_START_DIRECTION_BUTTON
  <BUTTON>SUBJECT_IMAGE_END_DIRECTION_BUTTON
</PANEL>

<BUTTON>TYPE_SELECT_BUTTON
  <EVENT>SELECT_TYPE
</BUTTON>
<BUTTON>TITLE_MAKE_BUTTON
  <EVENT>MAKE_TITLE
</BUTTON>
<BUTTON>SUBJECT_IMAGE_START_DIRECTION_BUTTON
  <EVENT>START_IMAGE
</BUTTON>
<BUTTON>SUBJECT_IMAGE_END_DIRECTION_BUTTON
  <EVENT>END_IMAGE
</BUTTON>
```

FIG. 41A

```
<MENU>
  <SUB-MENU>TV
    <MENU>TV
  <SUB-MENU>VTR
    <MENU>VTR
</MENU>

<MENU>TV
  <SUB-MENU>BASIC__MANIPULATION
    <PANEL>BASIC__MANIPULATION__PANEL
  <SUB-MENU>SUB-SCREEN
    <PANEL>SUB-SCREEN__MANIPULATION__PANEL
  <SUB-MENU>ADJUSTMENT
    <PANEL>ADJUSTMENT__PANEL
</MENU>

<MENU>VTR
  <BUTTON>POWER__ON/OFF__BUTTON
  <SUB-MENU>PLAYBACK
    <PANEL>PLAYBACK__PANEL
  <SUB-MENU>RECORD
    <PANEL>RECORD__PANEL
  <SUB-MENU>MAKE__TABLE__OF__CONTENT
    <PANEL>MAKE__TABLE__OF__CONTENT__PANEL
</MENU>

<PANEL>BASIC__MANIPULATION__PANEL
  <BUTTON>CHANNEL__UP__BUTTON
  <BUTTON>CHANNEL__DOWN__BUTTON
  <BUTTON>VOLUME__UP__BUTTON
  <BUTTON>VOLUME__DOWN__BUTTON
  <BUTTON>MUTE__BUTTON
  <BUTTON>POWER__ON/OFF__BUTTON
</PANEL>
<PANEL>SUB-SCREEN__MANIPULATION__PANEL
  <BUTTON>CHANNEL__UP__BUTTON
  <BUTTON>VOLUME__UP__BUTTON
  <BUTTON>VOLUME__DOWN__BUTTON
  <BUTTON>PICTURE__CHANGE__BUTTON
  <BUTTON>POSITION__CHANGE__BUTTON
</PANEL>
<PANEL>ADJUSTMENT__PANEL
  <BUTTON>IMAGE__SWITCH__BUTTON
  <BUTTON>SPEECH__MENU__BUTTON
  <BUTTON>IMAGE__MENU__BUTTON
  <BUTTON>IMAGE__NR__SWITCH__BUTTON
</PANEL>
```

FIG. 41B

```
<BUTTON>CHANNEL_UP_BUTTON
      <EVENT>CHANNEL_UP
</BUTTON>
<BUTTON>CHANNEL_DOWN_BUTTON
      <EVENT>CHANNEL_DOWN
</BUTTON>
<BUTTON>VOLUME_UP_BUTTON
      <EVENT>VOLUME_UP
</BUTTON>
<BUTTON>VOLUME_DOWN_BUTTON
      <EVENT>VOLUME_DOWN
</BUTTON>
<BUTTON>MUTE_BUTTON
      <EVENT>MUTE
</BUTTON>
<BUTTON>POWER_ON/OFF_BUTTON
      <EVENT>POWER_SWITCH
</BUTTON>
<BUTTON>PICTURE_CHANGE_BUTTON
      <EVENT>CHANGE_PICTURE
</BUTTON>
<BUTTON>POSITION_CHANGE_BUTTON
      <EVENT>CHANGE_POSITION
</BUTTON>
<BUTTON>IMAGE_SWITCH_BUTTON
      <EVENT>SWITCH_IMAGE
</BUTTON>
<BUTTON>SPEECH_MENU_SWITCH_BUTTON
      <EVENT>CHANGE_SPEECH
</BUTTON>
<BUTTON>IMAGE_MENU_SWITCH_BUTTON
      <EVENT>CHANGE_IMAGE
</BUTTON>
<BUTTON>IMAGE_NR_SWITCH_BUTTON
      <EVENT>SWITCH_NR
</BUTTON>

<PANEL>PLAYBACK_PANEL
      <BUTTON>PLAYBACK_BUTTON
      <BUTTON>FAST-FORWARD_BUTTON
      <BUTTON>REWIND_BUTTON
      <BUTTON>STOP_BUTTON
</PANEL>
<PANEL>RECORD_PANEL
      <BUTTON>CHANNEL_SET_BUTTON
      <BUTTON>START_TIME_SET_BUTTON
      <BUTTON>END_TIME_SET_BUTTON
</PANEL>
```

FIG. 41C

```
<BUTTON>PLAY BACK_BUTTON
    <EVENT>PLAY
</BUTTON>
<BUTTON>FAST-FORWARD_BUTTON
    <EVENT>NEXT
</BUTTON>
<BUTTON>REWIND_BUTTON
    <EVENT>PREVIOUS
</BUTTON>
<BUTTON>STOP_BUTTON
    <EVENT>STOP
</BUTTON>
<BUTTON>CHANNEL_SET_BUTTON
    <EVENT>CHANNEL_SWITCH
</BUTTON>
<BUTTON>START_TIME_SET_BUTTON
    <EVENT>TIME_SWITCH
    _TO_START TIME
</BUTTON>
<BUTTON>END_TIME_SET_BUTTON
    <EVENT>TIME_SWITCH
    _TO_END TIME
</BUTTON>

<PANEL>MAKE_TABLE_OF_CONTENTS_PANEL
    </BUTTON>
    <BUTTON>TYPE_SELECT_BUTTON
    <BUTTON>TITLE_MAKE_BUTTON
    <BUTTON>SUBJECT_IMAGE_START_DIRECTION_BUTTON
    <BUTTON>SUBJECT_IMAGE_END_DIRECTION_BUTTON
</PANEL>

<BUTTON>TYPE_SELECT_BUTTON
    <EVENT>SELECT_JANRU
</BUTTON>
<BUTTON>TITLE_MAKE_BUTTON
    <EVENT>MAKE_TITLE
</BUTTON>
<BUTTON>SUBJECT_IMAGE_START_DIRECTION_BUTTON
    <EVENT>START_IMAGE
</BUTTON>
<BUTTON>SUBJECT_IMAGE_END_DIRECTION_BUTTON
    <EVENT>END_IMAGE
</BUTTON>
```

FIG. 42

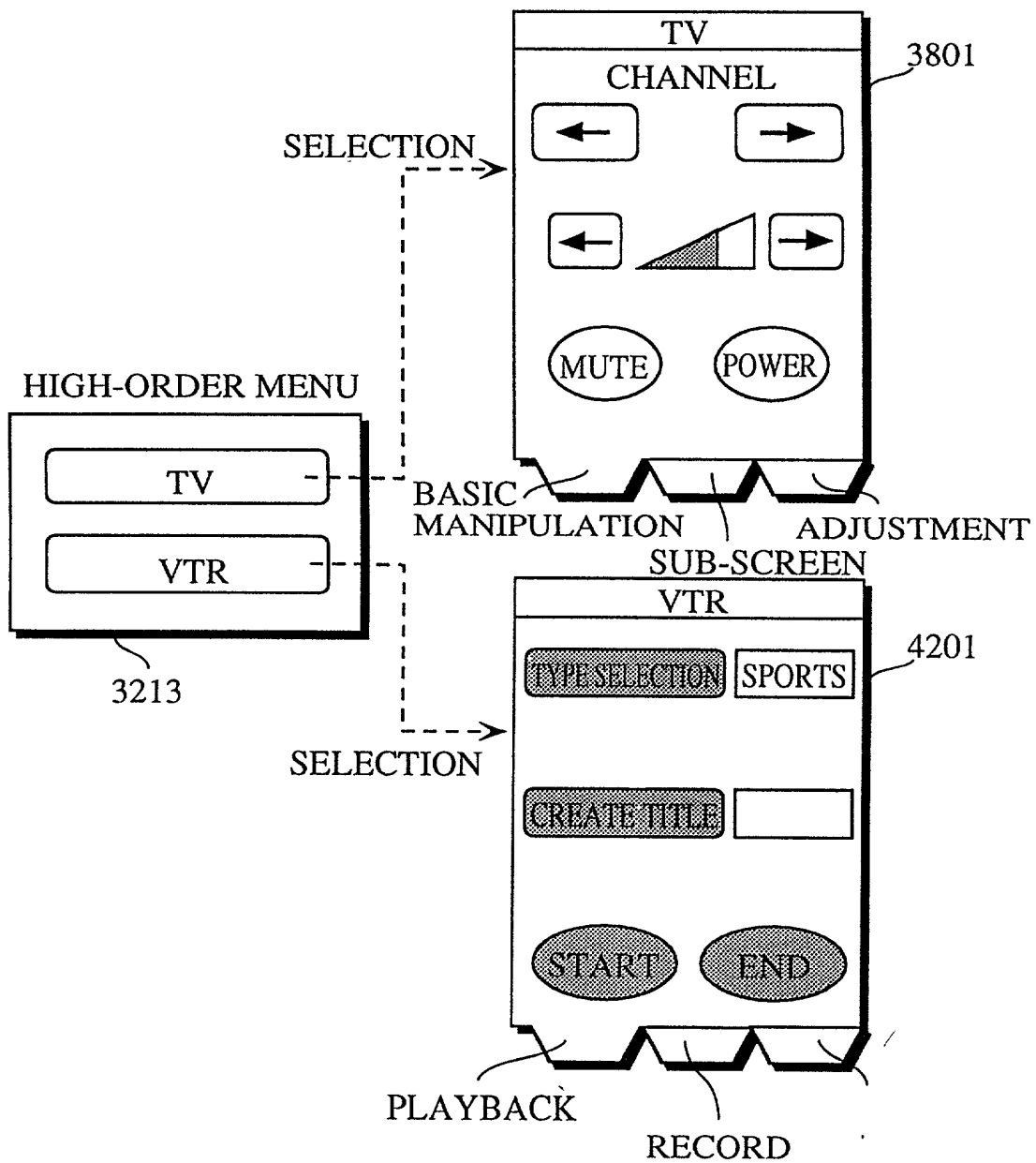


FIG. 43A

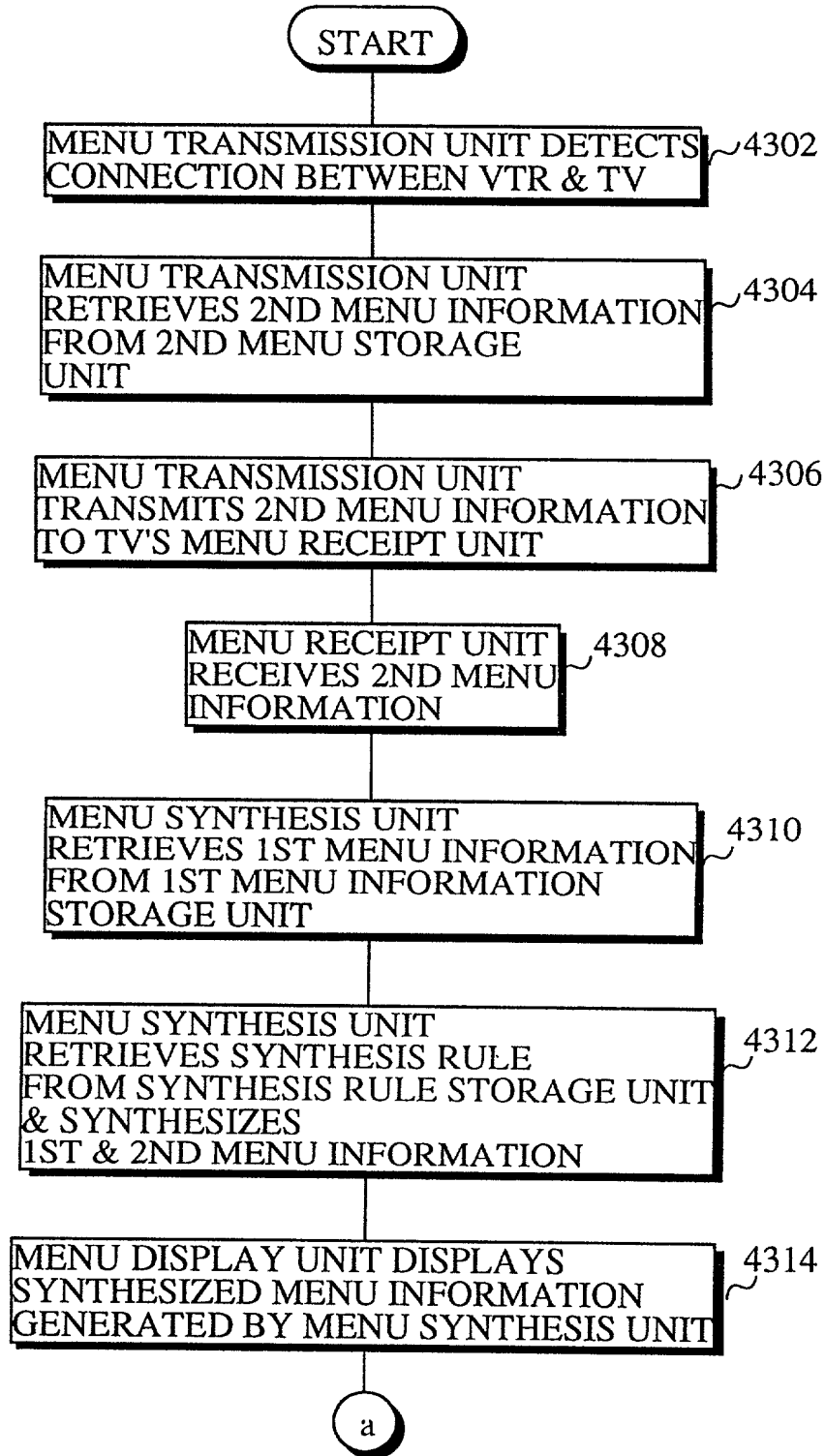




FIG. 43B

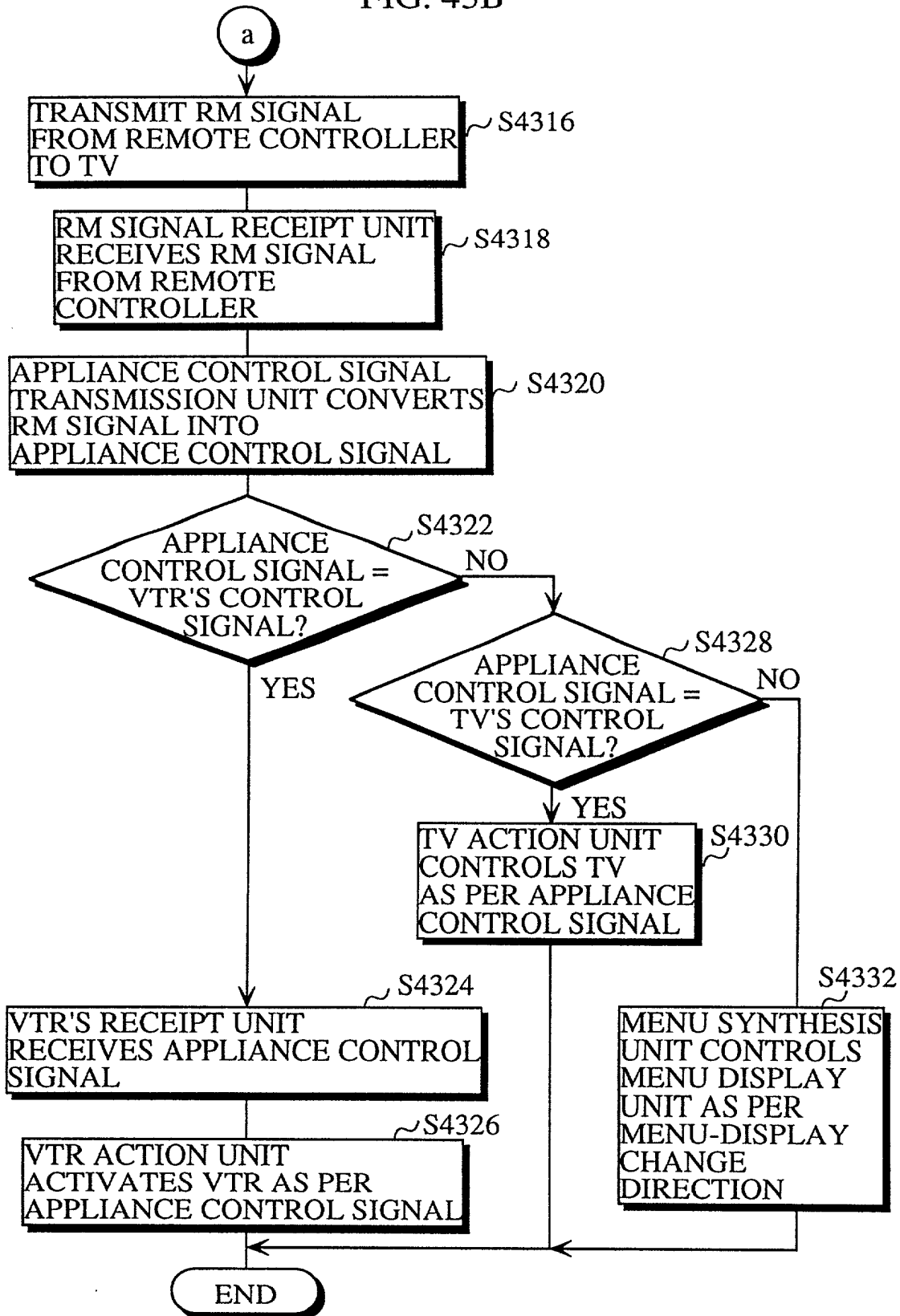


FIG. 44

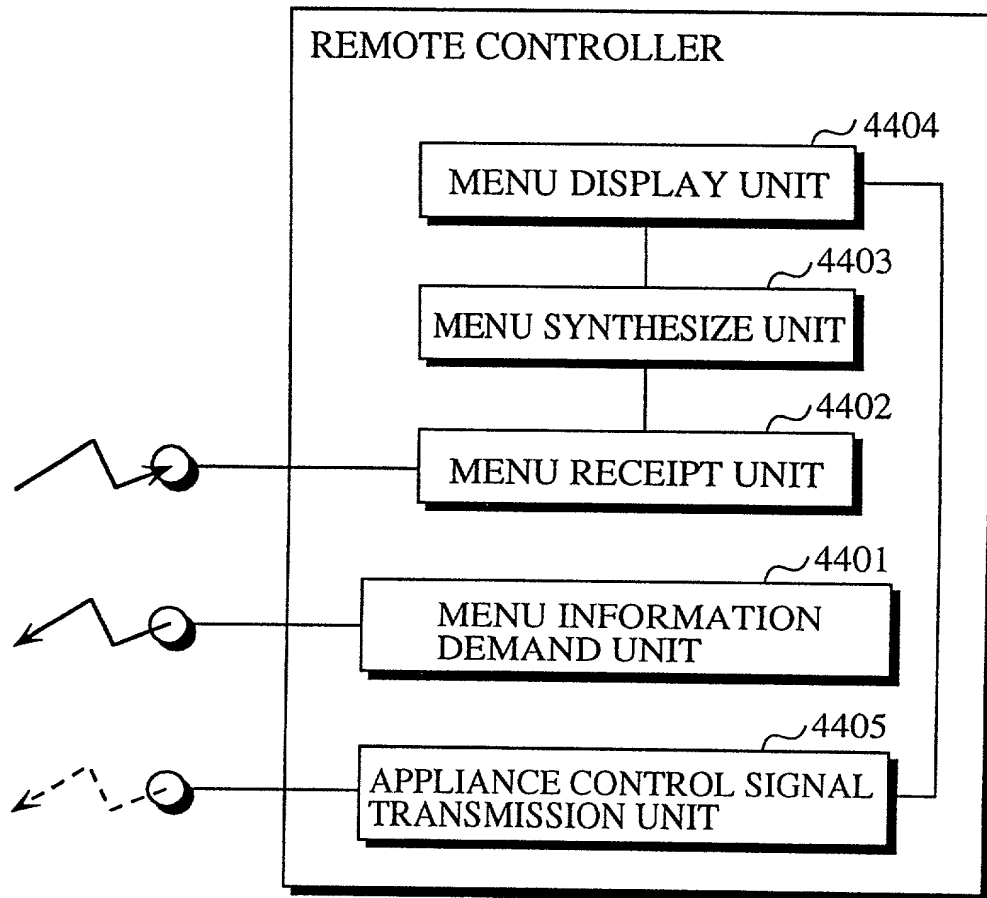


FIG. 45

```
<MENU>AIR_CONDITIONER
    <PANEL>SET_PANEL
</MENU>

<PANEL>SET_PANEL
    <BUTTON>POWER_ON/OFF_BUTTON
    <BUTTON>TEMPERATURE_UP_BUTTON
    <BUTTON>TEMPERATURE_DOWN_BUTTON
    <BUTTON>ACTION_SET_BUTTON
</PANEL>

<BUTTON>POWER_ON/OFF_BUTTON
    <EVENT>POWER_SWITCH
</BUTTON>
<BUTTON>TEMPERATURE_UP_BUTTON
    <EVENT>TEMPERATURE_UP
</BUTTON>
<BUTTON>TEMPERATURE_DOWN_BUTTON
    <EVENT>TEMPERATURE_DOWN
</BUTTON>
<BUTTON>ACTION_SET_BUTTON
    <EVENT>ACTION_SWITCH
</BUTTON>
```

FIG. 46A

```
<MENU>
  <SUB-MENU>TV
    <PANEL>TV
  <SUB-MENU>VTR
    <PANEL>VTR
  <SUB-MENU>AIR_CONDITIONER
    <PANEL>AIR_CONDITIONER
</MENU>

<MENU>AIR_CONDITIONER
  <PANEL>SET_PANEL
</MENU>

<MENU>TV
  <SUB-MENU>BASIC_MANIPULATION
    <PANEL>BASIC_MANIPULATION_PANEL
  <SUB-MENU>SUB-SCREEN
    <PANEL>SUB-SCREEN_MANIPULATION_PANEL
  <SUB-MENU>ADJUSMENT
    <PANEL>ADJUSMENT_PANEL
</MENU>

<MENU>VTR
  <SUB-MENU>PLAY BACK
    <PANEL>PLAY BACK_PANEL
  <SUB-MENU>RECORD
    <PANEL>RECORD_PANEL
</MENU>

<PANEL>PLAY BACK_PANEL
  <BUTTON>POWER_ON/OFF_BUTTON
  <BUTTON>PLAY BACK_BUTTON
  <BUTTON>FAST-FORWARD_BUTTON
  <BUTTON>REWIND_BUTTON
  <BUTTON>STOP_BUTTON
</PANEL>

<PANEL>RECORD_PANEL
  <BUTTON>POWER_ON/OFF_BUTTON
  <BUTTON>CHANNEL_SET_BUTTON
  <BUTTON>START_TIME_SET_BUTTON
  <BUTTON>END_TIME_SET_BUTTON
</PANEL>
```

FIG. 46B

```

<BUTTON>PLAY BACK_BUTTON
    <EVENT>PLAY
</BUTTON>
<BUTTON>FAST-FORWARD_BUTTON
    <EVENT>NEXT
</BUTTON>
<BUTTON>REWIND_BUTTON
    <EVENT>PREVIOUS
</BUTTON>
<BUTTON>STOP_BUTTON
    <EVENT>STOP
</BUTTON>
<BUTTON>CHANNEL_SET_BUTTON
    <EVENT>CHANNEL_SWITCH
</BUTTON>
<BUTTON>START_TIME_SET_BUTTON
    <EVENT>TIME_SWITCH
    _TO_START TIME
</BUTTON>
<BUTTON>END_TIME_SET_BUTTON
    <EVENT>TIME_SWITCH
    _TO_END TIME
</BUTTON>

<PANEL>SET_PANEL
    <BUTTON>POWER_ON/OFF_BUTTON
    <BUTTON>TEMPERATURE_UP_BUTTON
    <BUTTON>TEMPERATURE_DOWN_BUTTON
    <BUTTON>ACTION_SET_BUTTON
</PANEL>
<PANEL>BASIC_MANIPULATION_PANEL
    <BUTTON>CHANNEL_UP_BUTTON
    <BUTTON>CHANNEL_DOWN_BUTTON
    <BUTTON>VOLUME_UP_BUTTON
    <BUTTON>VOLUME_DOWN_BUTTON
    <BUTTON>MUTE_BUTTON
    <BUTTON>POWER_ON/OFF_BUTTON
</PANEL>
<PANEL>SUB-SCREEN_MANIPULATION_PANEL
    <BUTTON>CHANNEL_UP_BUTTON
    <BUTTON>VOLUME_UP_BUTTON
    <BUTTON>VOLUME_DOWN_BUTTON
    <BUTTON>PICTURE_CHANGE_BUTTON
    <BUTTON>POSITION_CHANGE_BUTTON
</PANEL>
<PANEL>ADJUSTMENT_PANEL
    <BUTTON>IMAGE_SWITCH_BUTTON
    <BUTTON>SPEECH_MENU_SWITCH_BUTTON
    <BUTTON>IMAGE_MENU_SWITCH_BUTTON
    <BUTTON>IMAGE_NR_SWITCH_BUTTON
</PANEL>

```

FIG. 46C

```
<BUTTON>CHANNEL_UP_BUTTON
      <EVENT>CHANNEL_UP
</BUTTON>
<BUTTON>CHANNEL_DOWN_BUTTON
      <EVENT>CHANNEL_DOWN
</BUTTON>
<BUTTON>VOLUME_UP_BUTTON
      <EVENT>VOLUME_UP
</BUTTON>
<BUTTON>VOLUME_DOWN_BUTTON
      <EVENT>VOLUME_DOWN
</BUTTON>
<BUTTON>MUTE_BUTTON
      <EVENT>MUTE
</BUTTON>
<BUTTON>POWER_ON/OFF_BUTTON
      <EVENT>POWER_SWITCH
</BUTTON>
<BUTTON>PICTURE_CHANGE_BUTTON
      <EVENT>CHANGE_PICTURE
</BUTTON>
<BUTTON>POSITION_CHANGE_BUTTON
      <EVENT>CHANGE_POSITION
</BUTTON>
<BUTTON>IMAGE_SWITCH_BUTTON
      <EVENT>SWITCH_IMAGE
</BUTTON>
<BUTTON>SPEECH_MENU_SWITCH_BUTTON
      <EVENT>CHANGE_SPEECH
</BUTTON>
<BUTTON>IMAGE_MENU_SWITCH_BUTTON
      <EVENT>CHANGE_IMAGE
</BUTTON>
<BUTTON>IMAGE_NR_SWITCH_BUTTON
      <EVENT>SWITCH_NR
</BUTTON>
<BUTTON>POWER_ON/OFF_BUTTON
      <EVENT>POWER_SWITCH
</BUTTON>
<BUTTON>TEMPERATURE_UP_BUTTON
      <EVENT>TEMPERATURE_UP
</BUTTON>
<BUTTON>TEMPERATURE_DOWN_BUTTON
      <EVENT>TEMPERATURE_DOWN
</BUTTON>
<BUTTON>ACTION_SET_BUTTON
      <EVENT>ACTION_SWITCH
</BUTTON>
```

FIG. 47

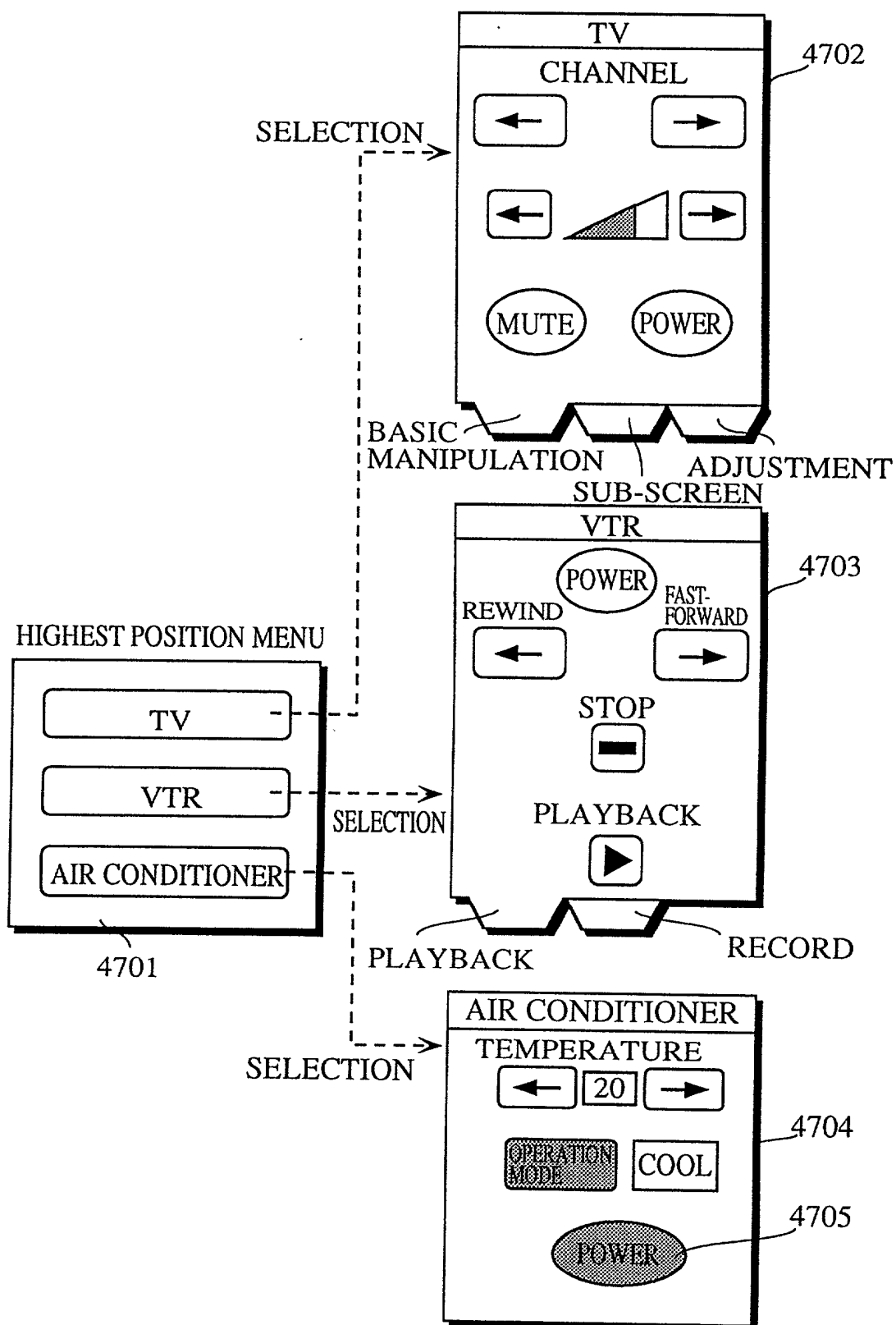


FIG. 48

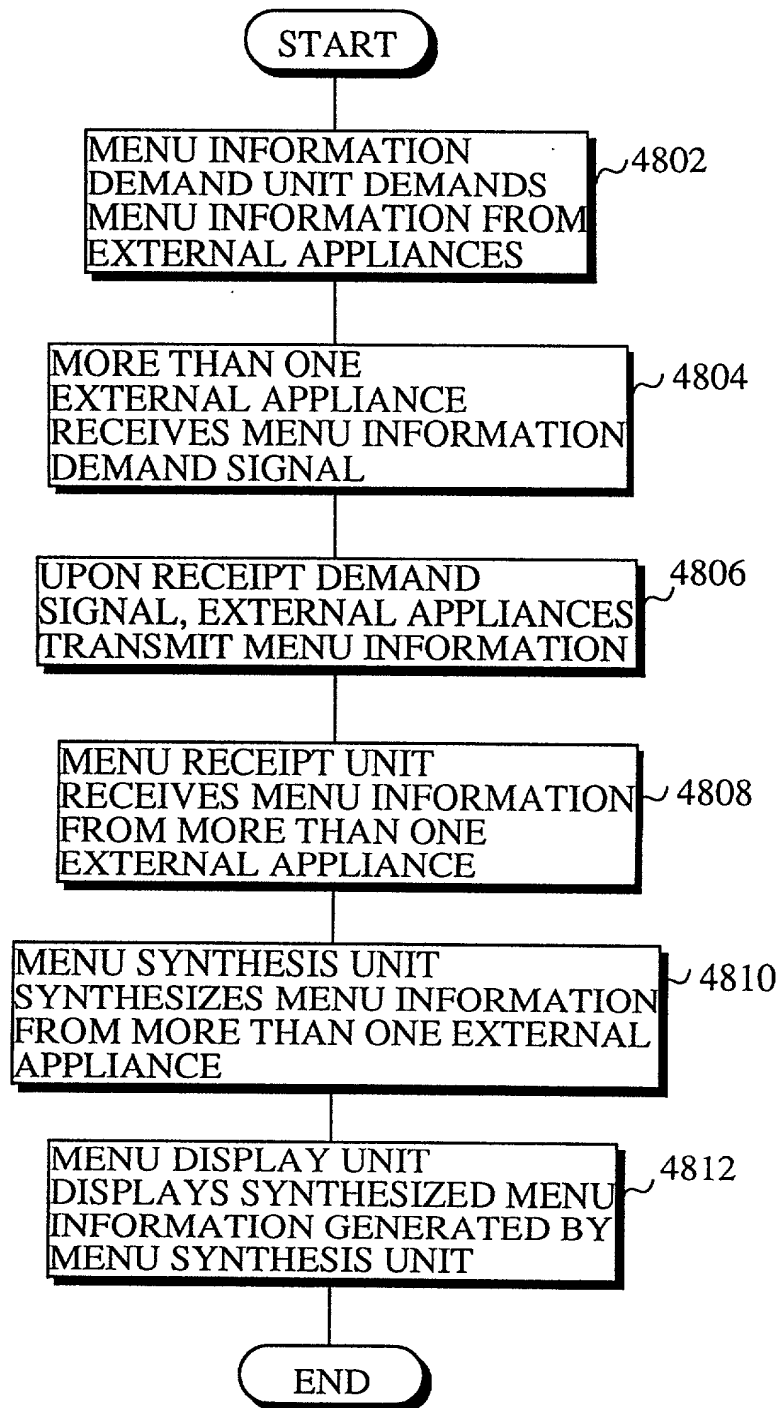




FIG. 49

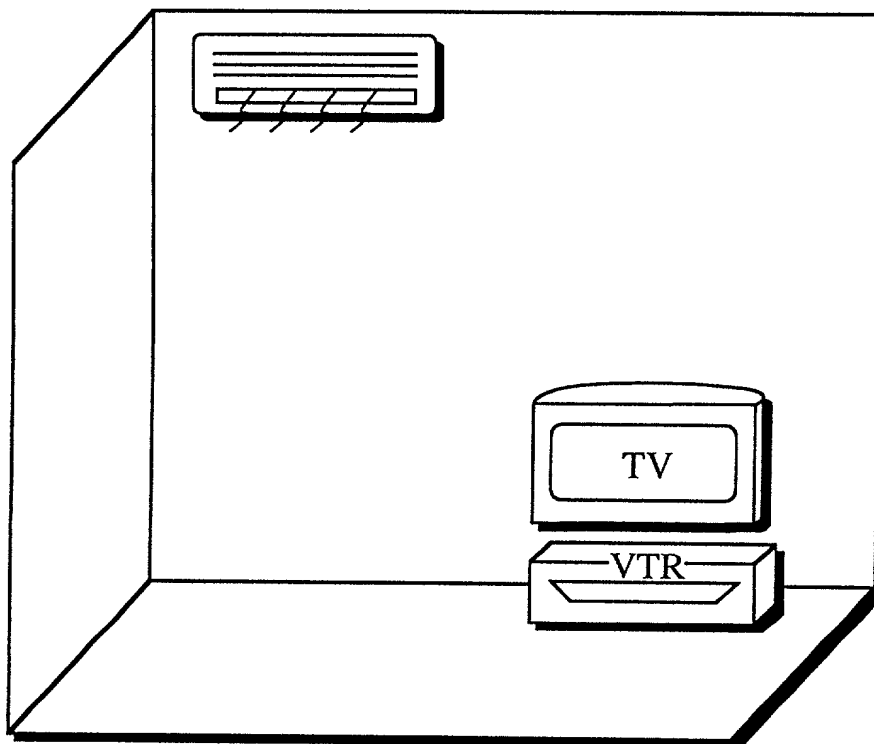


FIG. 50

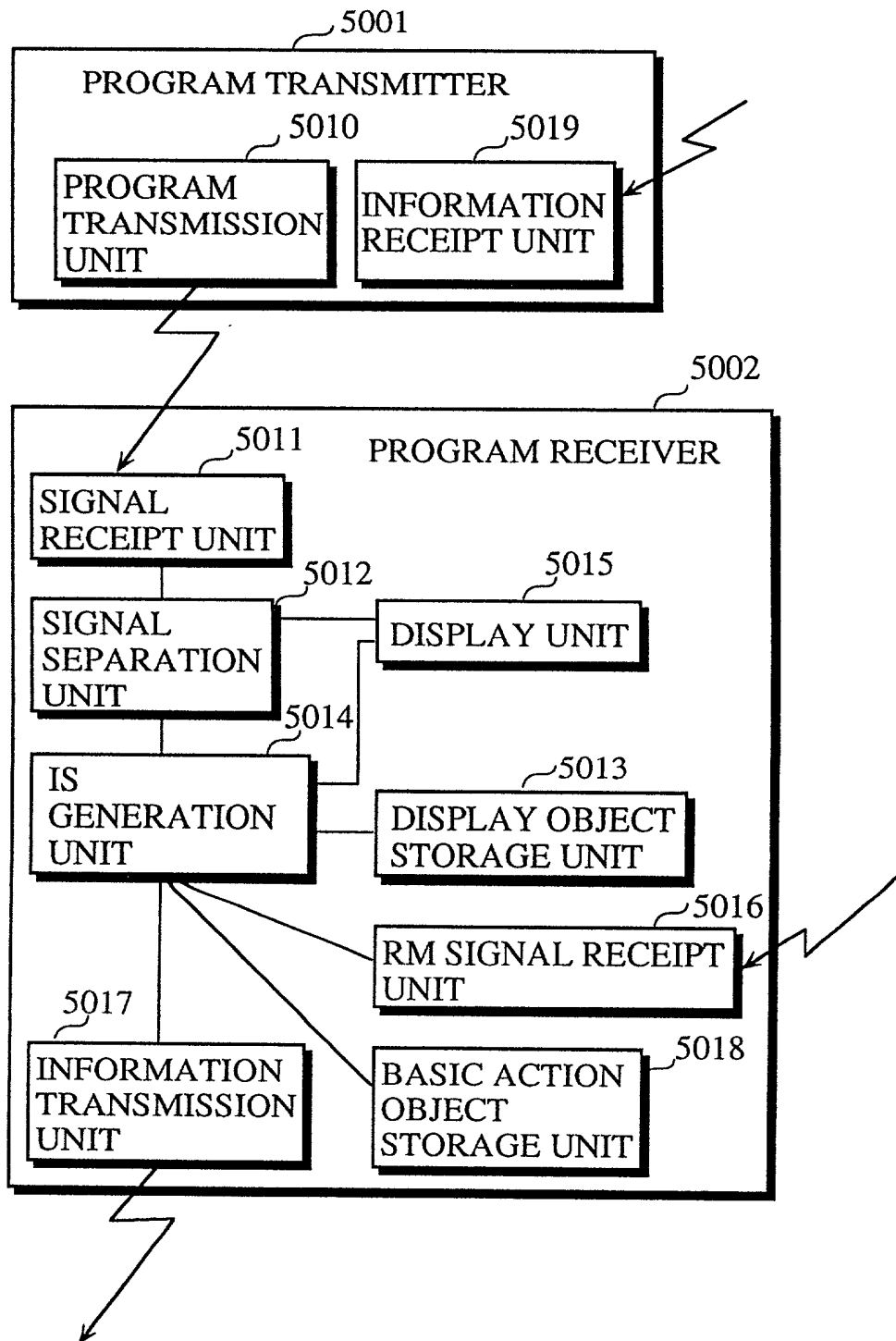


FIG. 51

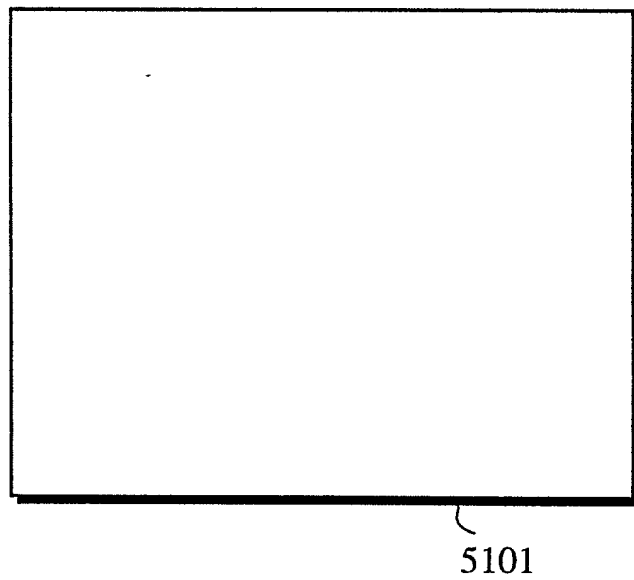


FIG. 52

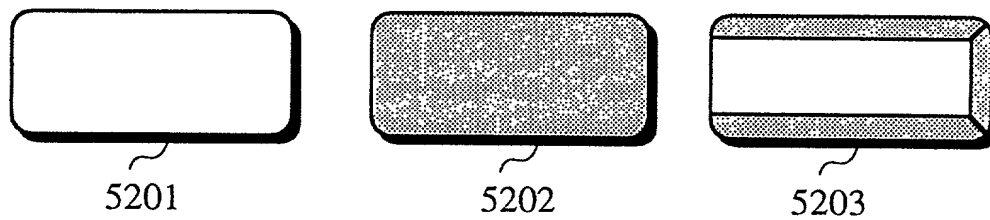


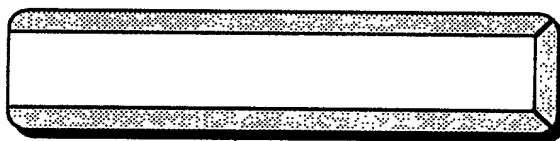
FIG. 53



5301



5302



5303

FIG. 54

```
<!ELEMENT BOX ( CHARACTER_STRING & SHAPE & ACTION & SELECTION_STATE &  
    FOCUS_STATE & STATE_CANDIDATE ) >  
  
<!ELEMENT BUTTON ( CHARACTER_STRING & SHAPE & ACTION & SELECTION_STATE &  
    FOCUS_STATE ) >  
  
<!ELEMENT PANEL ( SHAPE ) >
```

FIG. 55

```
<PANEL SHAPE=PANEL SHAPE>QUIZ 1
  <v>
    <h>
      <BOX>AMERICA__BOX
      <BOX>FRANCE__BOX
    </h>
    <h>
      <BOX>ENGLAND__BOX
      <BOX>GERMANY__BOX
    </h>
    <BUTTON >TRANSMISSION__BUTTON
  </v>
</PANEL >
```

FIG. 56

<BOX CHARACTER\_STRING=AMERICA SHAPE=BOX\_SHAPE ACTION=AMERICA\_BOX\_ACTION  
SELECTION\_STATE=OFF FOCUS\_STATE=ON  
STATE\_CANDIDATE=ON\_OFF\_CANDIDATE>AMERICA\_BOX

<BOX CHARACTER\_STRING=FRANCE SHAPE=BOX\_SHAPE ACTION=FRANCE\_BOX\_ACTION  
SELECTION\_STATE=OFF FOCUS\_STATE=OFF  
STATE\_CANDIDATE=ON\_OFF\_CANDIDATE>FRANCE\_BOX

<BOX CHARACTER\_STRING=ENGLAND SHAPE=BOX\_SHAPE ACTION=ENGLAND\_BOX\_ACTION  
SELECTION\_STATE=OFF FOCUS\_STATE=OFF  
STATE\_CANDIDATE=ON\_OFF\_CANDIDATE>ENGLAND\_BOX

<BOX CHARACTER\_STRING=GERMANY SHAPE=BOX\_SHAPE ACTION=GERMANY\_BOX\_ACTION  
SELECTION\_STATE=OFF FOCUS\_STATE=OFF  
STATE\_CANDIDATE=ON\_OFF\_CANDIDATE>GERMANY\_BOX

FIG. 57

```
<BUTTON CHARACTER_STRING=TRANSMISSION  SHAPE=BUTTON_SHAPE  
      ACTION=TRANSMISSION_BUTTON_ACTION  
      FOCUS_STATE=OFF>TRANSMISSION_BUTTON
```



FIG. 58

```
<ACTION>AMERICA__BOX__ACTION
    <EVENT>RIGHT <COMMAND>SHIFT__FOCUS <ARGUMENT>FRANCE__BOX
    <EVENT>DOWN <COMMAND>SHIFT__FOCUS <ARGUMENT>ENGLAND__BOX
    <EVENT>SELECTION <COMMAND>SWITCH__STATE
</ACTION>

<ACTION>FRANCE__BOX__ACTION
    <EVENT>LEFT <COMMAND>SHIFT__FOCUS<ARGUMENT>AMERICA__BOX
    <EVENT>DOWN <COMMAND>SHIFT__FOCUS <ARGUMENT>GERMANY__BOX
    <EVENT>SELECTION <COMMAND>SWITCH__STATE
</ACTION>

<ACTION>ENGLAND__BOX__ACTION
    <EVENT>RIGHT <COMMAND>SHIFT__FOCUS <ARGUMENT>GERMANY__BOX
    <EVENT>UP <COMMAND>SHIFT__FOCUS<ARGUMENT>AMERICA__BOX
    <EVENT>DOWN <COMMAND>SHIFT__FOCUS <ARGUMENT>TRANSMISSION__BUTTON
    <EVENT>SELECTION <COMMAND>SWITCH__STATE
</ACTION>

<ACTION>GERMANY__BOX__ACTION
    <EVENT>LEFT <COMMAND>SHIFT__FOCUS <ARGUMENT>ENGLAND__BOX
    <EVENT>UP <COMMAND>SHIFT__FOCUS <ARGUMENT>FRANCE__BOX
    <EVENT>DOWN <COMMAND>SHIFT__FOCUS <ARGUMENT>TRANSMISSION__BUTTON
    <EVENT>SELECTION <COMMAND>SWITCH__STATE
</ACTION>

<ACTION>TRANSMISSION__BUTTON__ACTION
    <EVENT>UP <COMMAND>SHIFT__FOCUS
    <EVENT>DOWN <COMMAND>SHIFT__FOCUS
    <EVENT>DETERMINATION <COMMAND>TRANSMIT__ATTRIBUTE__VALUE
        <ARGUMENT>AMERICA__BOX
        <ARGUMENT>FRANCE__BOX
        <ARGUMENT>ENGLAND__BOX
        <ARGUMENT>GERMANY__BOX
```

FIG. 59

```
<CANDIDATE_DATA>ON__OFF__CANDIDATE
    < CANDIDATE__VALUE>ON  < CANDIDATE__VALUE>OFF
</CANDIDATE_DATA>
```

FIG. 60

```
<SHAPE>PANEL__SHAPE
    <FIGURE>PANEL__SHAPE1
</SHAPE>
```

```
<SHAPE>BOX__SHAPE
    <CONDITION FOCUS__STATE=OFF & SELECTION__STATE=OFF>
        <FIGURE>BOX__SHAPE 1
    </CONDITION>
    <CONDITION FOCUS__STATE=ON & SELECTION__STATE=OFF>
        <FIGURE>BOX__SHAPE 2
    </CONDITION>
    <CONDITION SELECTION__STATE=ON>
        <FIGURE>BOX__SHAPE 3
    </CONDITION>
</SHAPE>
```

```
<SHAPE>BUTTON__SHAPE
    <CONDITION FOCUS__STATE=OFF>
        <FIGURE>BUTTON__SHAPE1
    </CONDITION>
    <CONDITION FOCUS__STATE=ON>
        <FIGURE>BUTTON__SHAPE2
    </CONDITION>
</SHAPE>
```

FIG. 61A



FIG. 61B



FIG. 61C



FIG. 62A



FIG. 62B

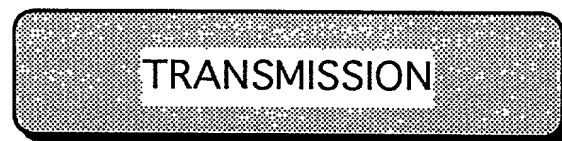


FIG. 63

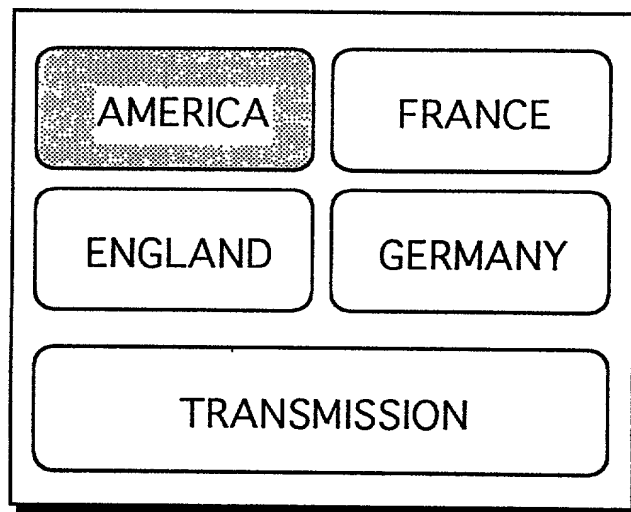


FIG. 64

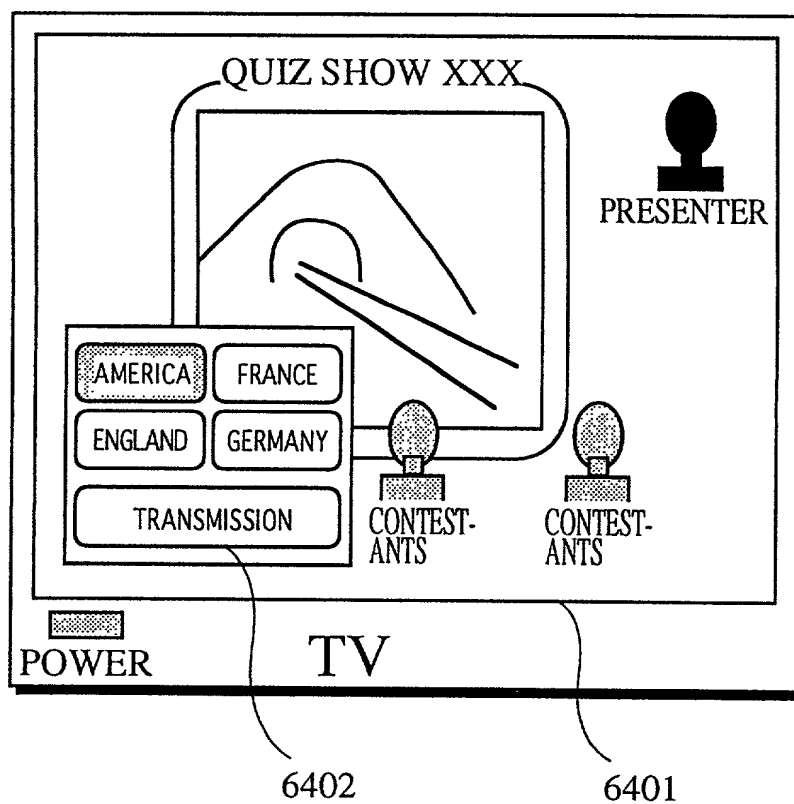


FIG. 65

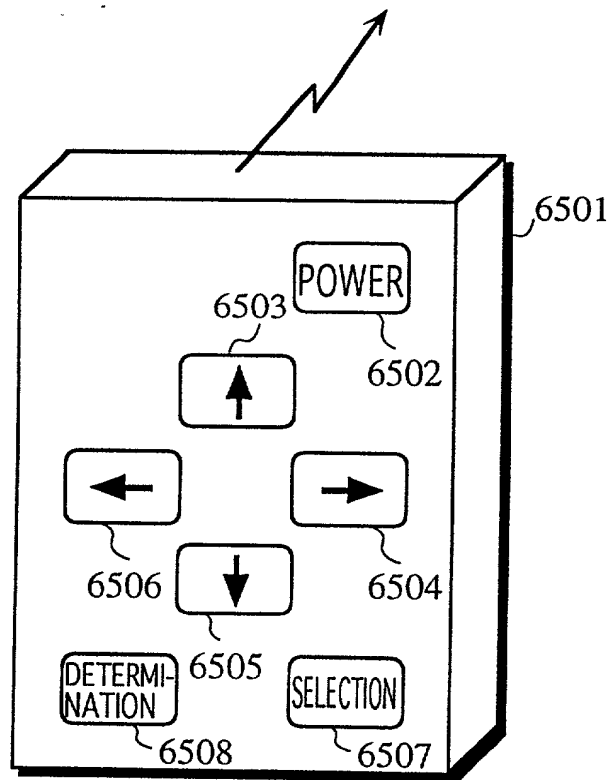


FIG. 66

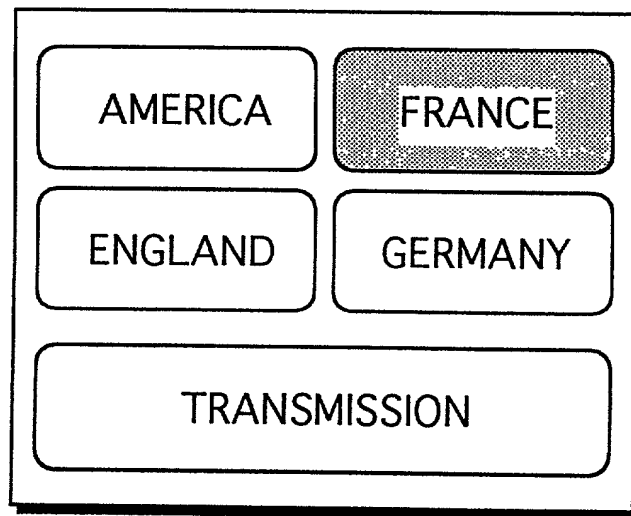




FIG. 67

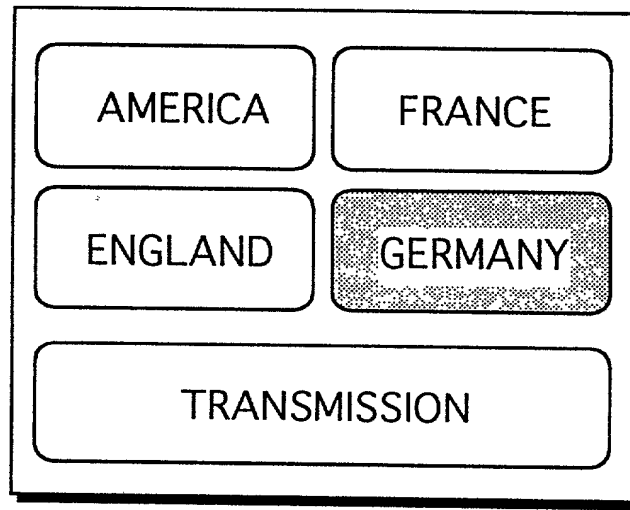


FIG. 68

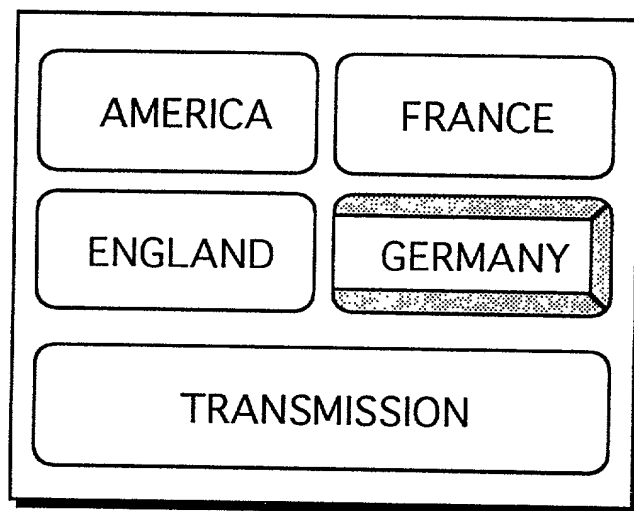


FIG. 69

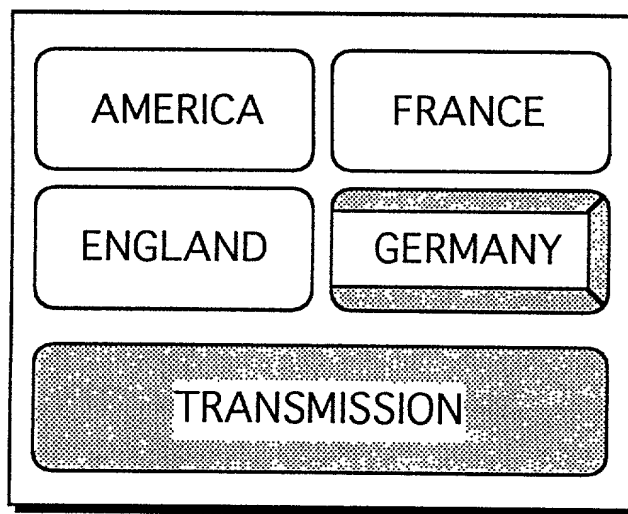


FIG. 70

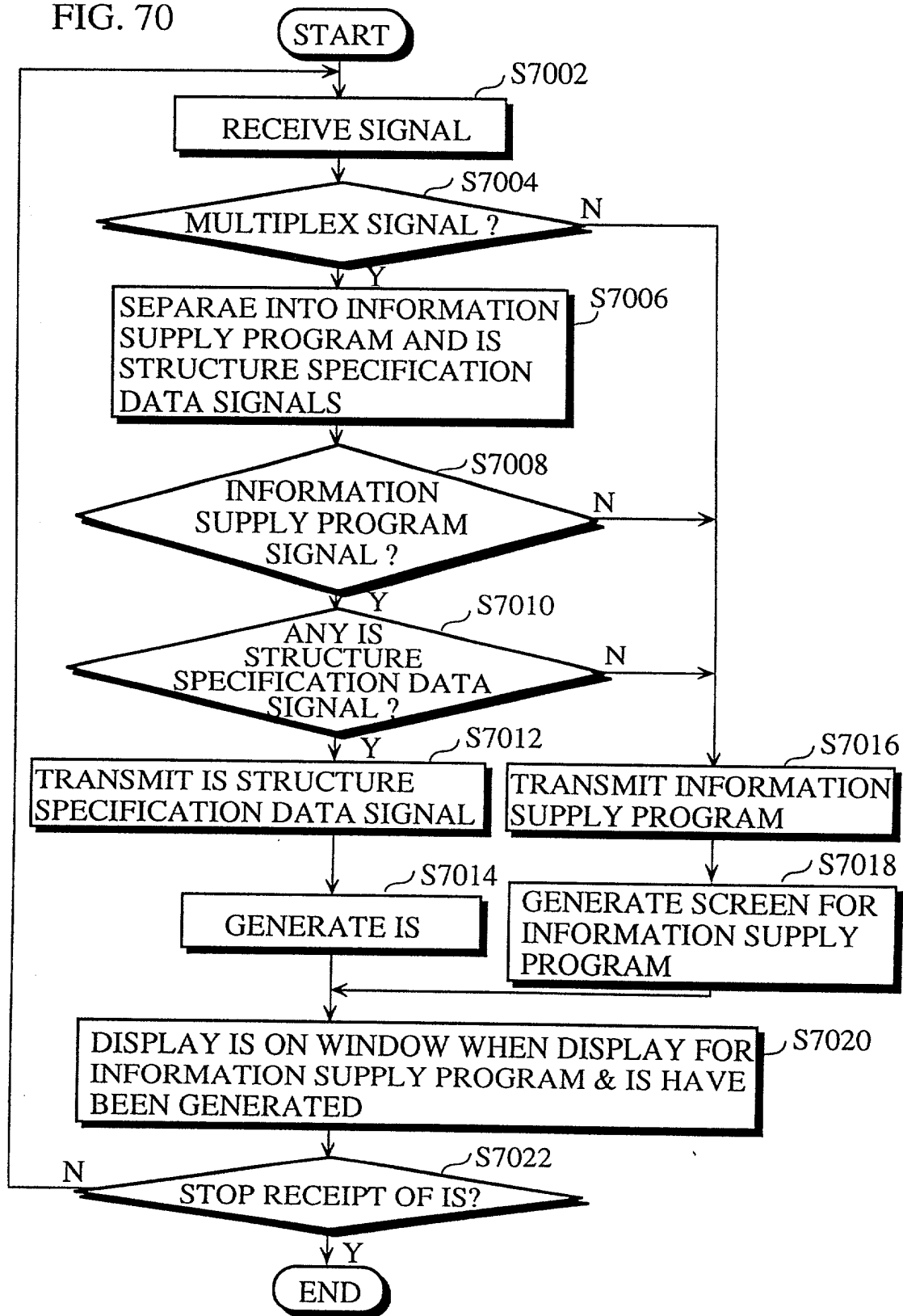


FIG. 71

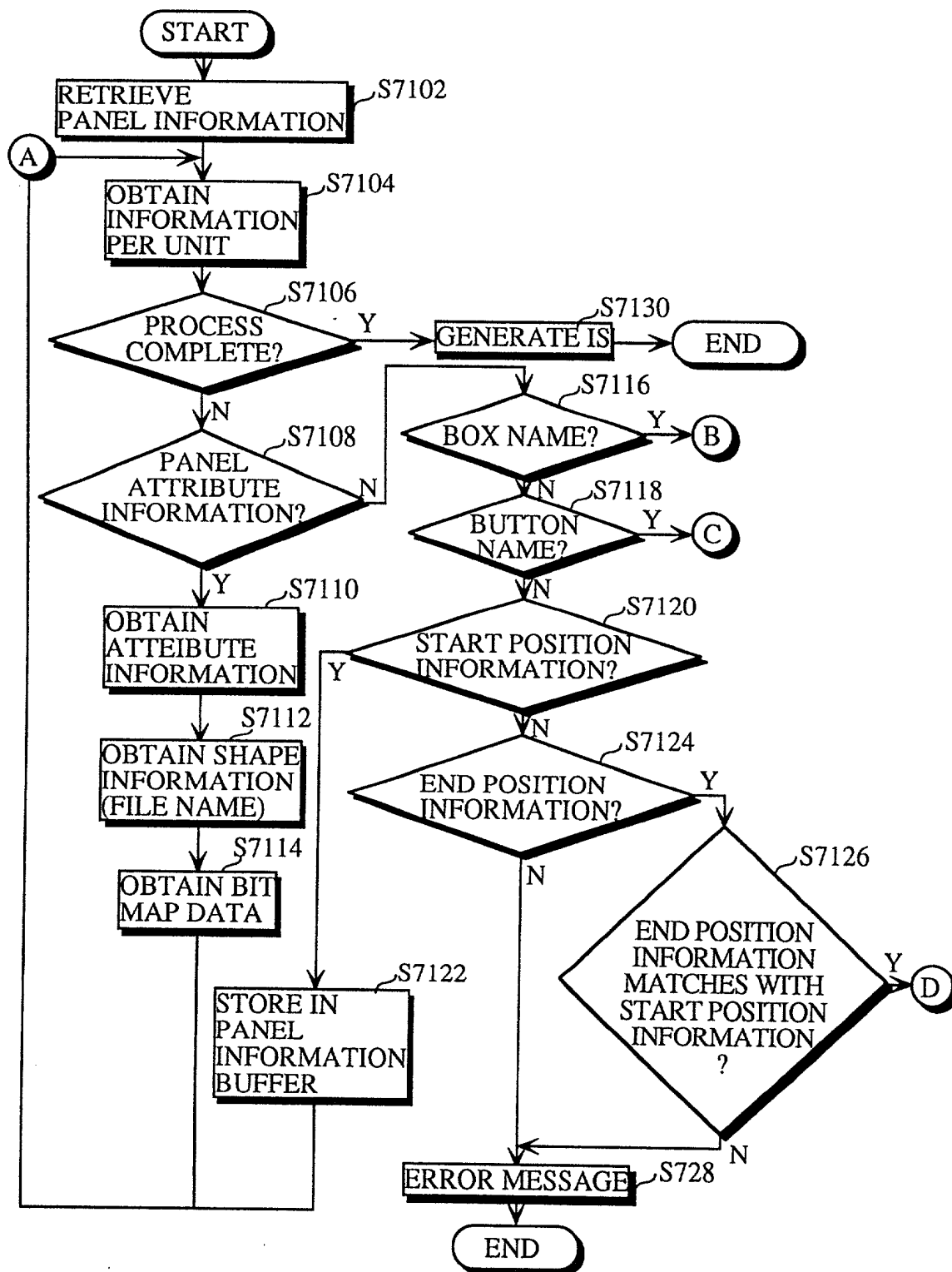


FIG. 72

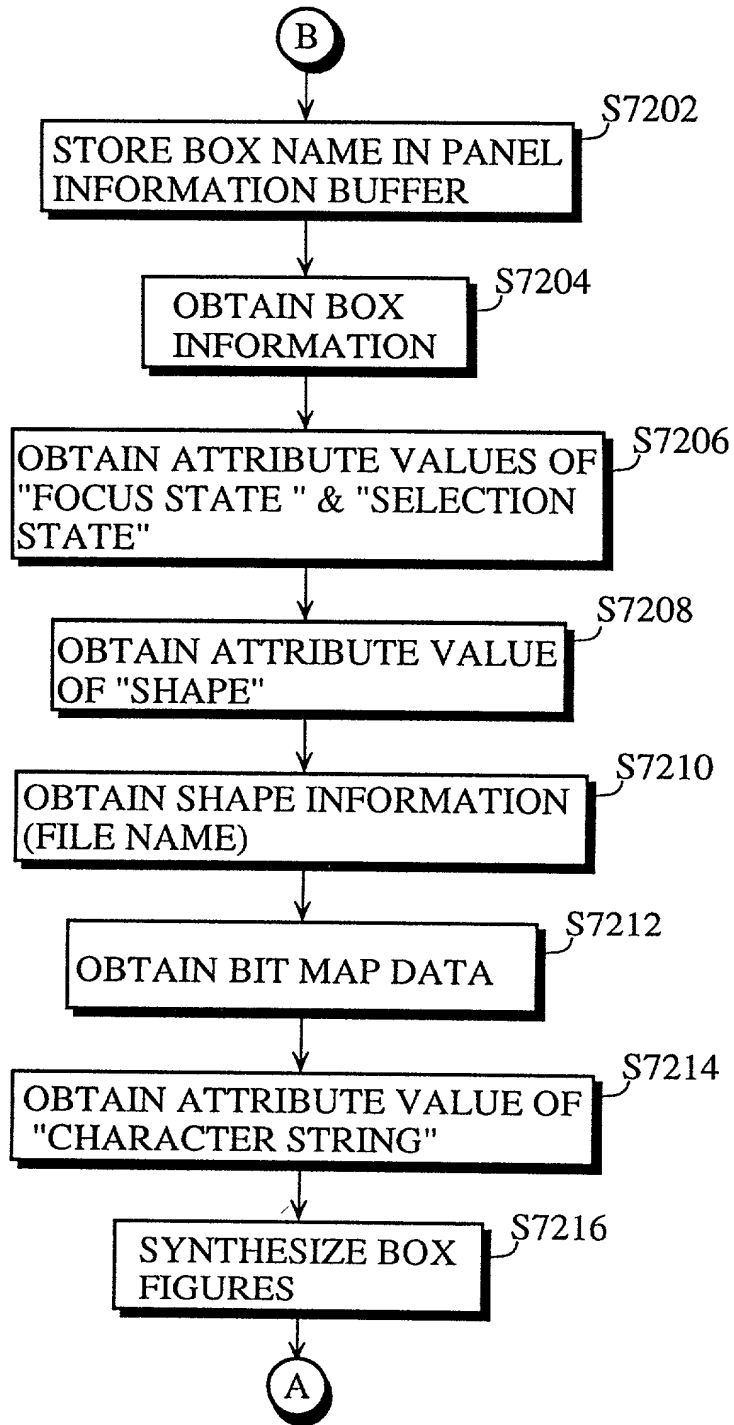


FIG. 73

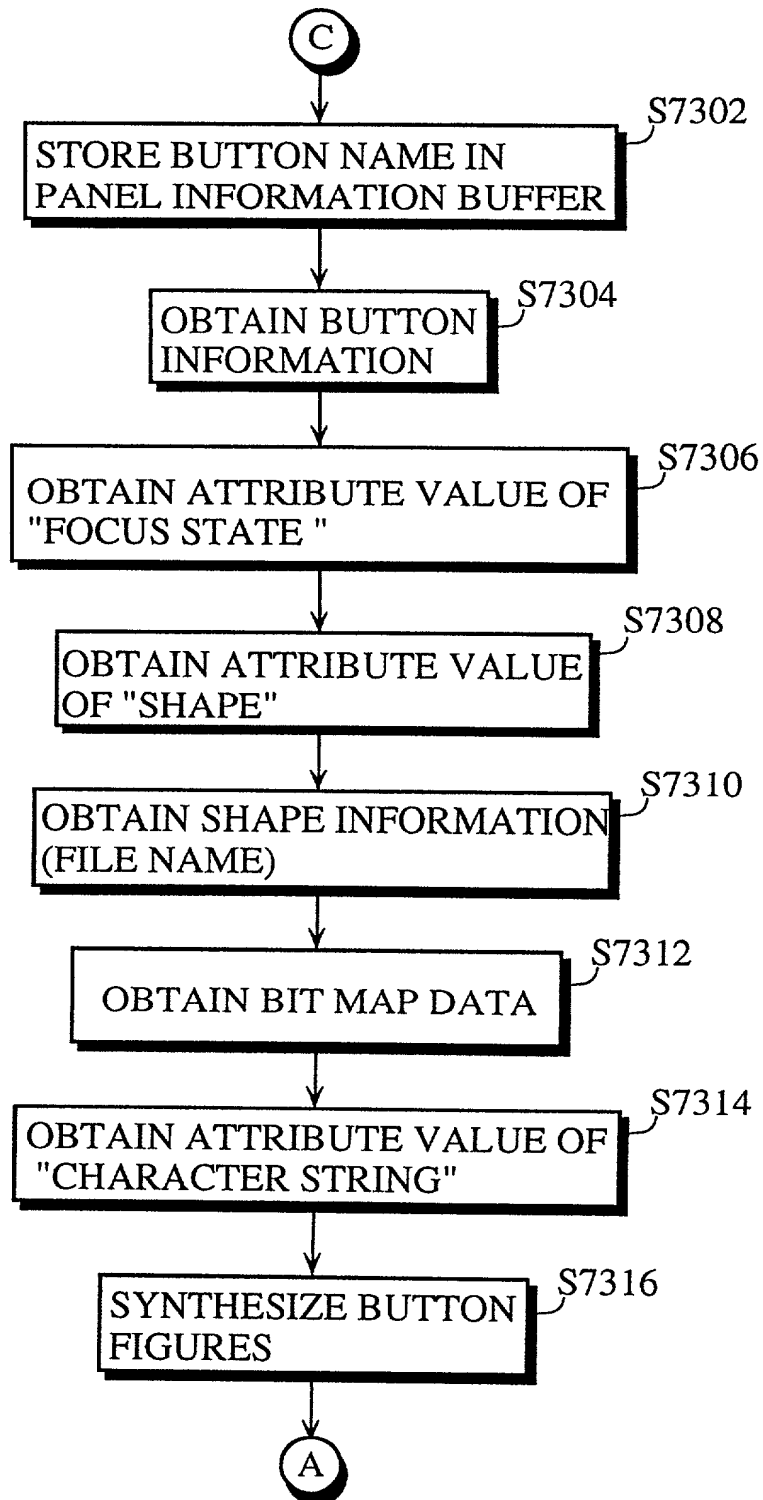


FIG. 74

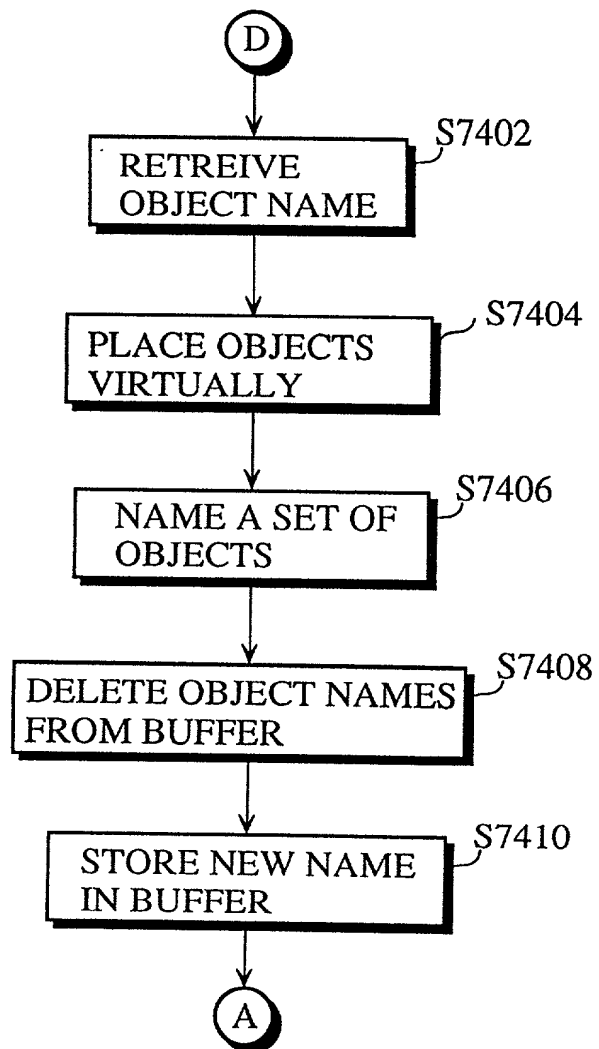


FIG. 75

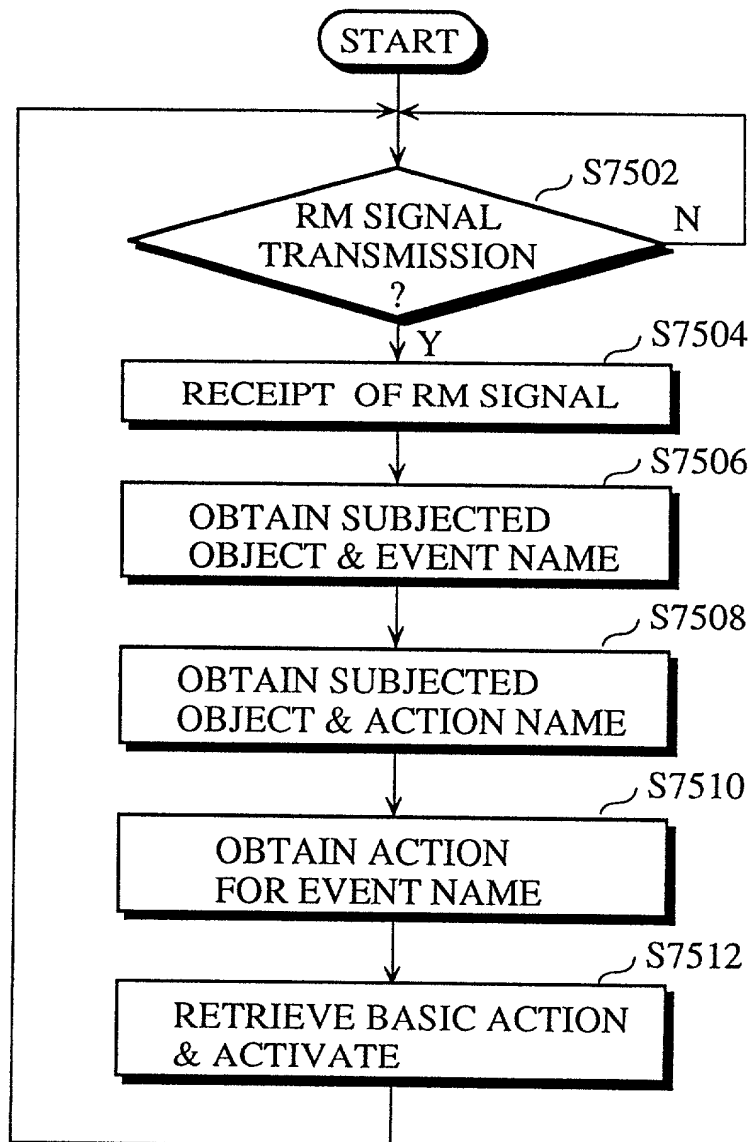




FIG. 76

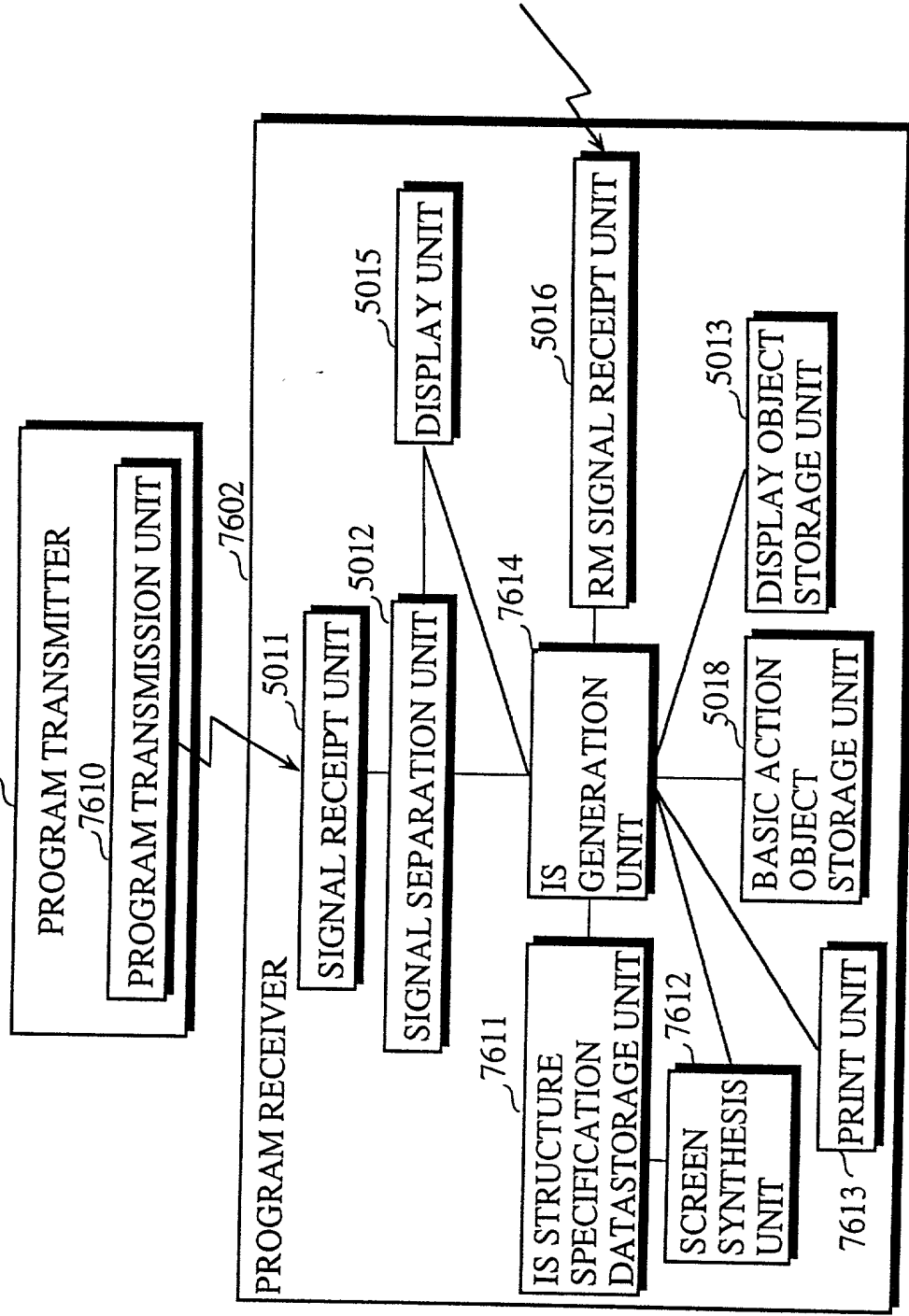


FIG. 77

```
<SYNTHESIS_DIRECTION>  
  <SYNTHESIS_COMMAND>ADD  
    <PANEL  TIME OUT =60__SEC.>QUIZ 1  
  </SYNTHESIS_COMMAND>  
</SYNTHESIS_DIRECTION>
```

FIG. 78

```
<SYNTHESIS_DIRECTION>  
  <SYNTHESIS_COMMAND>ADD  
    <ACTION>AMERICA_BOX_ACTION  
    <EVENT>HELP <COMMAND>OPEN_PANEL  
    <ARGUMENT>HELP_PANEL  
  </SYNTHESIS_COMMAND>  
</SYNTHESIS_DIRECTION>
```

FIG. 79

```
<SYNTHESIS_DIRECTION>  
  <SYNTHESIS_COMMAND>ADD  
    <SHAPE>BUTTON_SHAPE  
    <CONDITION SELECTION_STATE=ON>  
      <FIGURE>BUTTON_SHAPE 3  
    </CONDITION>  
  </SYNTHESIS_COMMAND>  
</SYNTHESIS_DIRECTION>
```

FIG. 80

```
<SYNTHESIS_DIRECTION>  
  <SYNTHESIS_COMMAND>ADD  
    <CANDIDATE_DATA>ON_OFF_CANDIDATE  
      <CANDIDATE_VALUE>NULL  
    </CONDITION>  
  </SYNTHESIS_COMMAND>  
</SYNTHESIS_DIRECTION>
```

FIG. 81

```
<PANEL  SHAPE=PANEL__SHAPE  TIME OUT =60__SEC.>QUIZ 1
  <v>
    <h>
      <BOX>AMERICA__BOX
      <BOX>FRANCE__BOX
    </h>
    <h>
      <BOX>ENGLAND__BOX
      <BOX>GERMANY__BOX
    </h>
    <BUTTON >TRANSMISSION__BUTTON
  </v>
</PANEL >
```

FIG. 82

```

<ACTION>AMERICA_BOX_ACTION
<EVENT>RIGHT<COMMAND>SHIFT_FOCUS<ARGUMENT>FRANCE_BOX
<EVENT>DOWN<COMMAND>SHIFT_FOCUS<ARGUMENT>ENGLAND_BOX
<EVENT>SELECTION<COMMAND>SWITCH_STATE
<EVENT>HELP<COMMAND>OPEN_PANEL<ARGUMENT>HELP_PANEL
</ACTION>

```

FIG. 83

```
<ACTION>AMERICA_BOX_ACTION
  <EVENT>RIGHT <COMMAND>SHIFT_FOCUS <ARGUMENT>FRANCE_BOX
  <EVENT>DOWN <COMMAND>SHIFT_FOCUS <ARGUMENT>ENGLAND_BOX
  <EVENT>SELECTION <COMMAND>SWITCH_STATE
  <EVENT>HELP <COMMAND>DISPLAY_GUIDANCE
</ACTION>
```



FIG. 84

```
<ACTION>AMERICA_BOX_ACTION
<EVENT>RIGHT <COMMAND>SHIFT_FOCUS <ARGUMENT>FRANCE_BOX
<EVENT>DOWN <COMMAND>SHIFT_FOCUS <ARGUMENT>ENGLAND_BOX
<EVENT>SELECTION <COMMAND>SWITCH_STATE
<EVENT>HELP <COMMAND>DISPLAY_GUIDANCE
<COMMAND>OPEN_PANEL <ARGUMENT>HELP_PANEL

</ACTION>
```

FIG. 85

```
<SHAPE>BUTTON_SHAPE
  <CONDITION FOCUS_STATE=OFF>
    <FIGURE>BUTTON_SHAPE 1
  </CONDITION>
  <CONDITION FOCUS_STATE=ON>
    <FIGURE>BUTTON_SHAPE 2
  </CONDITION>
  <CONDITION SELECTION_STATE=ON>
    <FIGURE>BUTTON_SHAPE 3
  </CONDITION>
</SHAPE>
```

FIG. 86

```
< CANDIDATE_DATA > ON_OFF_CANDIDATE
    < CANDIDATE_VALUE > ON < CANDIDATE_VALUE > OFF < CANDIDATE_VALUE > NULL
< / CANDIDATE_DATA >
```

FIG. 87

```
< !ELEMENT BOX ( CHARACTER_STRING & SHAPE & ACTION & SELECTION_STATE &  
                FOCUS_STATE & STATE_CANDIDATE ) >
```

```
< !ELEMENT BUTTON ( CHARACTER_STRING & SHAPE & ACTION &  
                   FOCUS_STATE ) >
```

```
< !ELEMENT PANEL ( SHAPE ) >
```

```
< !ELEMENT TEXT ( CHARACTER_STRING ) >
```

FIG. 88

```
<PANEL  SHAPE=PANEL__SHAPE>USER__PANEL 1
  <v>
    <TEXT>ADDRESS 1
    <TEXT>TEL.No. 1
    <TEXT>HOT__SPRING 1
    <BUTTON >PRINT__BUTTON
  </v>
</PANEL >
```

FIG. 89

FIG. 89

<TEXT CHARACTER\_STRING=SHIRAHAMA-CHO\_WAKAYAMA\_PREF.>ADDRESS 1  
<TEXT CHARACTER\_STRING=059352-1-201>TEL.No. 1  
<TEXT CHARACTER\_STRING=SHIRAHAMA\_HOT\_SPRING>HOT\_SPRING 1

FIG. 90

FIG. 90

<BUTTON CHARACTER\_STRING=PRINT SHAPE=BUTTON ACTION=PRINT\_BUTTON\_ACTION  
FOCUS\_STATE=ON>PRINT\_BUTTON

FIG. 91

```
<ACTION>PRINT_BUTTON_ACTION
    <EVENT>TERMINATION  <COMMAND>PRINT
                                <ARGUMENT>ADDRESS
                                <ARGUMENT>TEL.No.
                                <ARGUMENT>HOT_SPRING

//ACTION>
```



FIG. 92

```
<SHAPE>PANEL__SHAPE
      <FIGURE>PANEL__SHAPE 1
</SHAPE>
<SHAPE>BUTTON__SHAPE
      <CONDITION FOCUS__STATE=OFF>
        <FIGURE>BUTTON__SHAPE 1
      </CONDITION>
      <CONDITION FOCUS__STATE=ON>
        <FIGURE>BUTTON__SHAPE 2
      </CONDITION>
</SHAPE>
```

FIG. 93

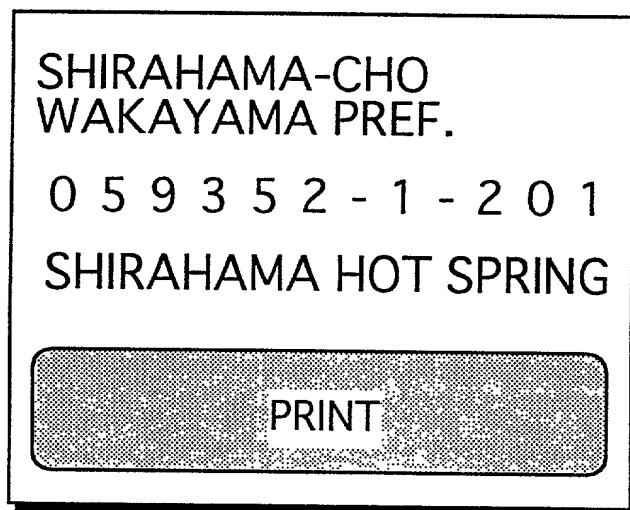


FIG. 94

```
<SYNTHESIS_DIRECTION>
  <SYNTHESIS_COMMAND>DISPLAY
    <v>
      <PANEL>USER_PANEL1
      <PANEL>USER_PANEL2
    </v>
  </SYNTHESIS_COMMAND>

  <SYNTHESIS_COMMAND>ADD
    <ACTION>PRINT_BUTTON_ACTION
    <EVENT>DOWN <COMMAND>SHIFT_FOCUS <ARGUMENT>PRINT_BUTTON2
  </SYNTHESIS_COMMAND>
</SYNTHESIS_DIRECTION>
```

FIG. 95

```
<PANEL  SHAPE=PANEL_SHAPE>USER_PANEL 2
  <v>
    <TEXT>ADDRESS 2
    <TEXT>TEL.No. 2
    <TEXT>HOT_SPRING 2
    <BUTTON >PRINT_BUTTON 2
  </v>
</PANEL >
```

<TEXT CHARACTER\_STRING=ARIMA-CHO\_HYOGO\_PREF.>ADDRESS 2  
<TEXT CHARACTER\_STRING=07234-1-101>TEL.No. 2  
<TEXT CHARACTER\_STRING=ARIMA\_HOT\_SPRING>HOT\_SPRING 2

FIG. 96

FIG. 97

<BUTTON CHARACTER\_STRING=PRINT SHAPE=BUTTON\_SHAPE ACTION=PRINT\_BUTTON\_ACTION2  
FOCUS\_STATE=OFF>PRINT\_BUTTON2

FIG. 98

```
<ACTION>PRINT_BUTTON_ACTION 2
  <EVENT>DETERMINATION  <COMMAND>PRINT
    <ARGUMENT>ADDRESS 2
    <ARGUMENT>TEL.No. 2
    <ARGUMENT>HOT_SPRING 2
  </ACTION>
```

FIG. 99

```
<SHAPE>PANEL__SHAPE
    <FIGURE>PANEL__SHAPE1
</SHAPE>
```

```
<SHAPE>BUTTON__SHAPE
    <CONDITION FOCUS__STATE =OFF>
        <FIGURE>BUTTON__SHAPE1
    </CONDITION>
    <CONDITION FOCUS__STATE =ON>
        <FIGURE>BUTTON__SHAPE2
    </CONDITION>
</SHAPE>
```

FIG. 100

```
<ACTION>PRINT_BUTTON_ACTION
<EVENT>DETERMINATION <COMMAND>PRINT <ARGUMENT>ADDRESS
<EVENT>DETERMINATION <COMMAND>PRINT <ARGUMENT>TEL.No.
<EVENT>DETERMINATION <COMMAND>PRINT <ARGUMENT>HOT_SPRING
<EVENT>DOWN <COMMAND>FOCUS_SHIFT
<EVENT>DOWN <COMMAND>PRINT_BUTTON2
</ACTION>
```



FIG. 101

SHIRAHAMA-CHO  
WAKAYAMA PREF.

0 5 9 3 5 2 - 1 - 2 0 1

SHIRAHAMA HOT SPRING

PRINT

ARIMA-CHO HYOGO PREF.

0 7 2 3 4 - 1 - 1 0 1

ARIMA HOT SPRING

PRINT

FIG. 102

SHIRAHAMA-CHO  
WAKAYAMA PREF.

0 5 9 3 5 2 - 1 - 2 0 1

SHIRAHAMA HOT SPRING

PRINT

ARIMA-CHO HYOGO PREF.

0 7 2 3 4 - 1 - 1 0 1

ARIMA HOT SPRING

PRINT

FIG. 103

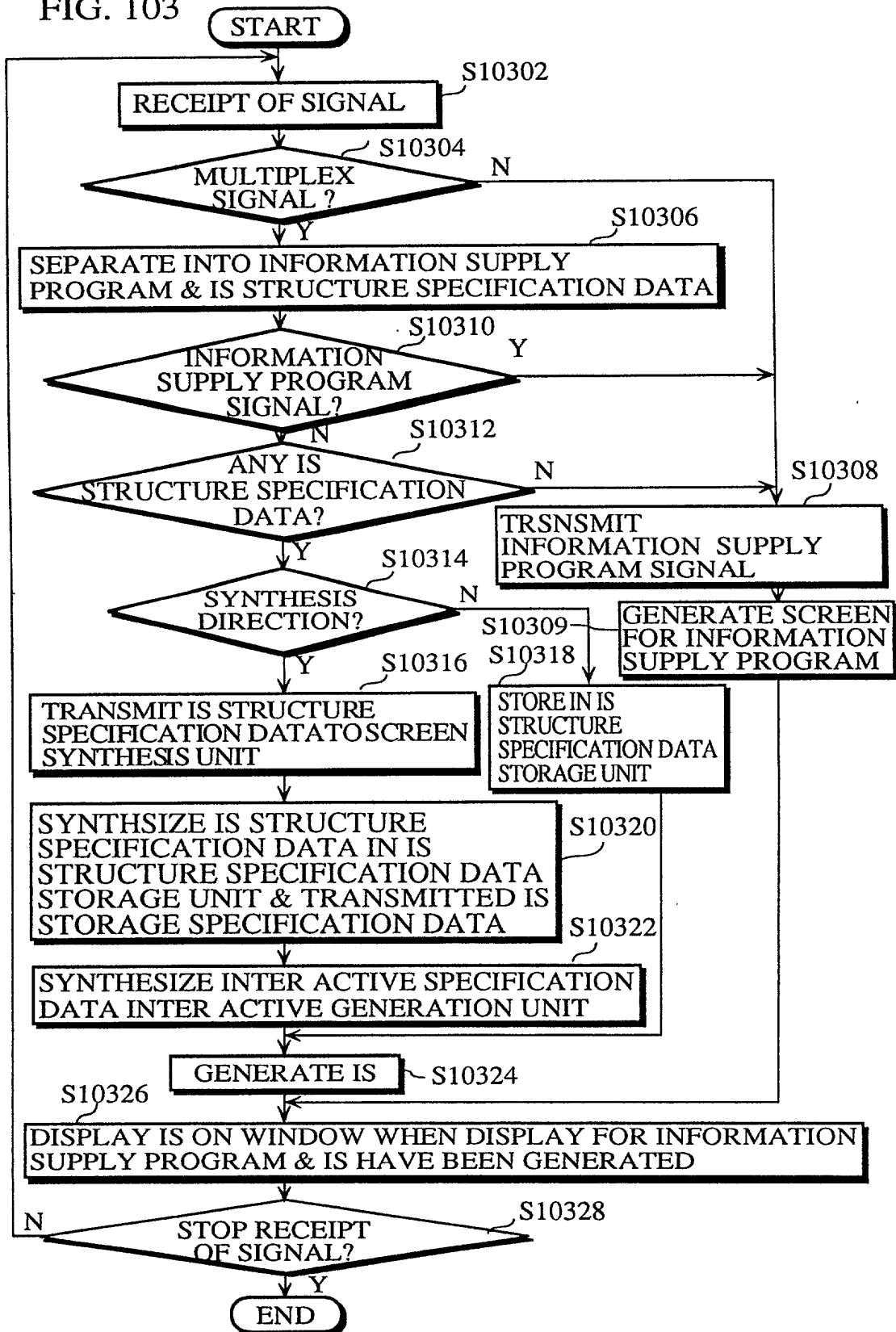


FIG. 104

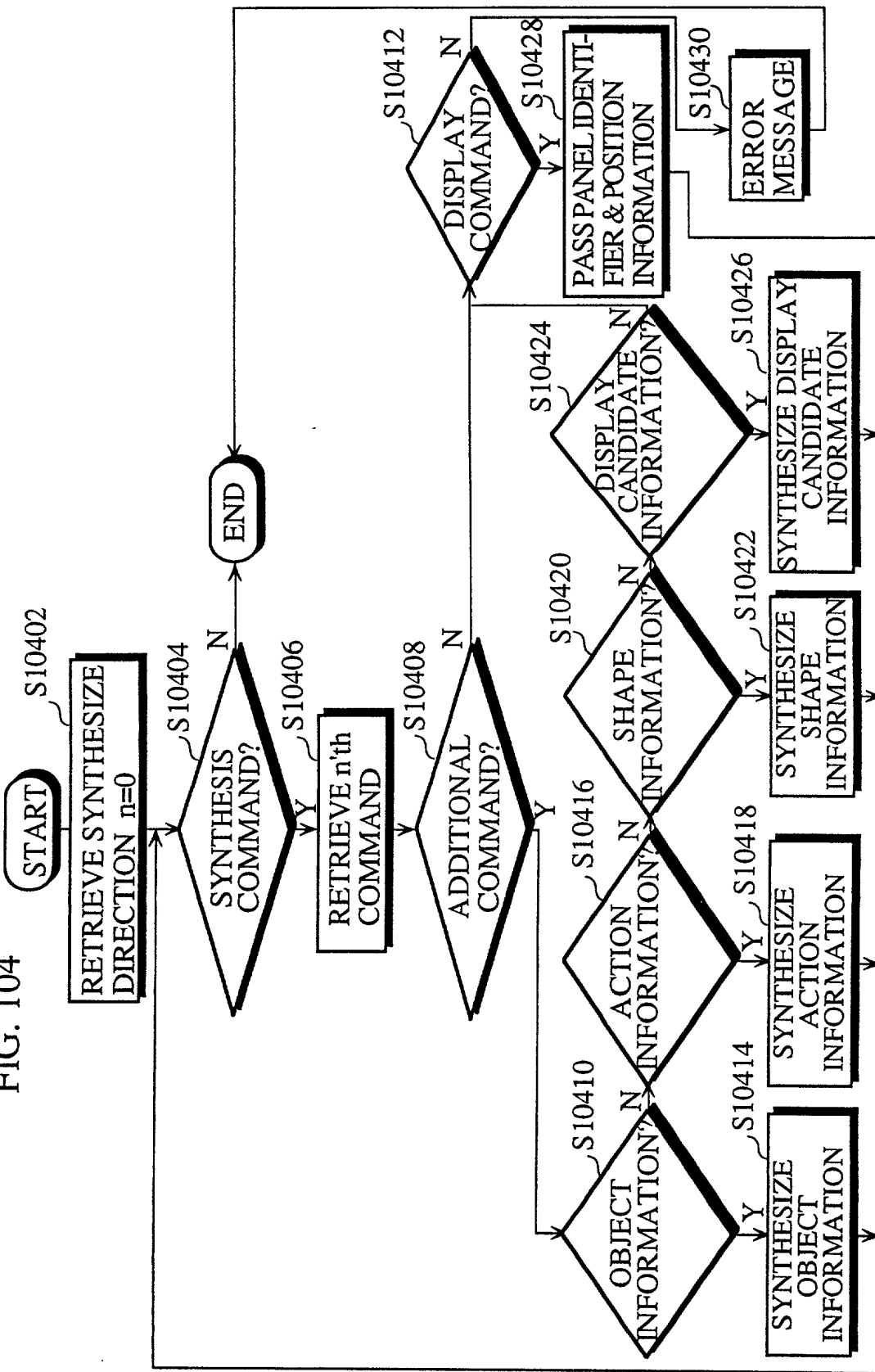


FIG. 105

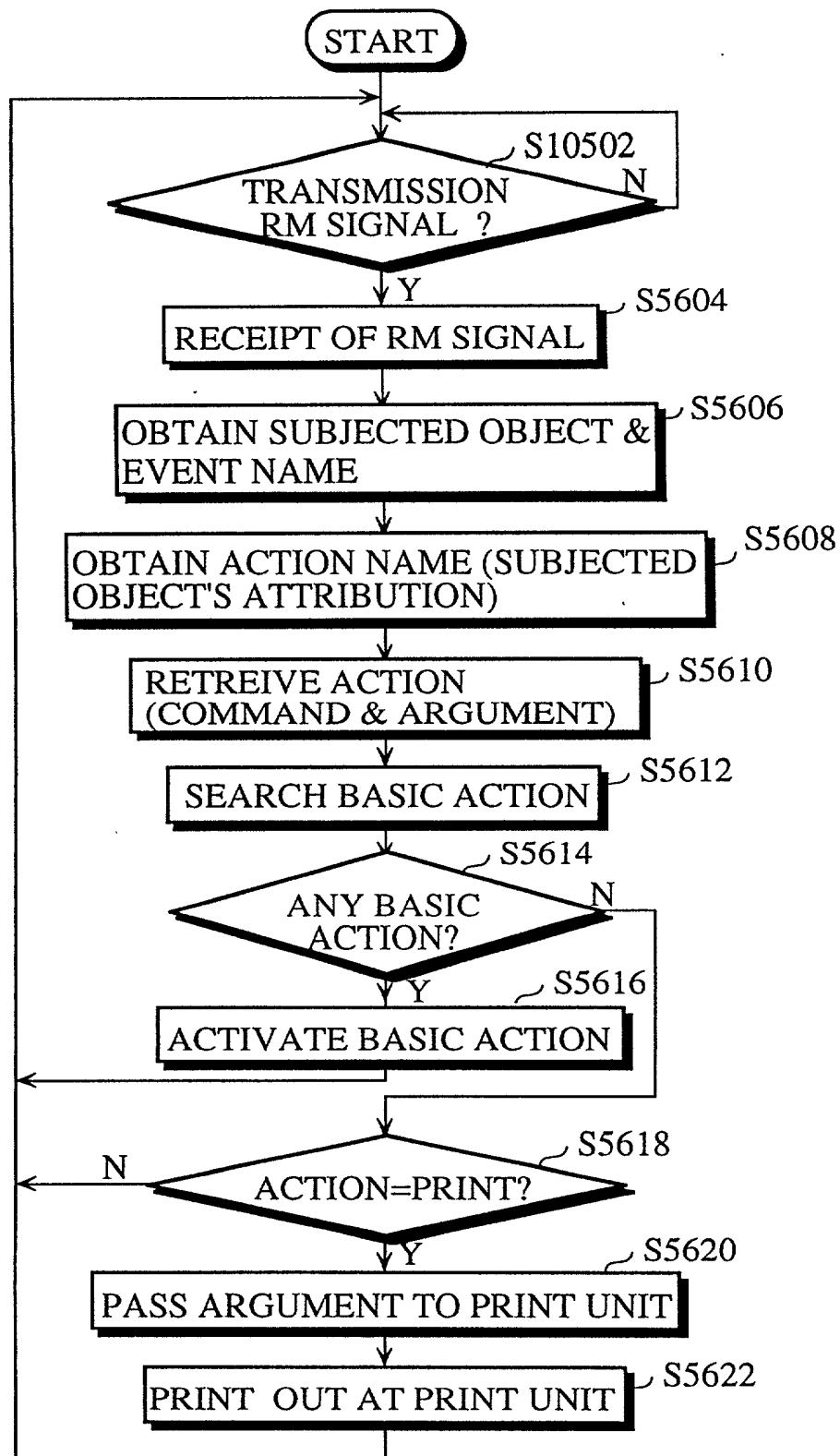


FIG. 106

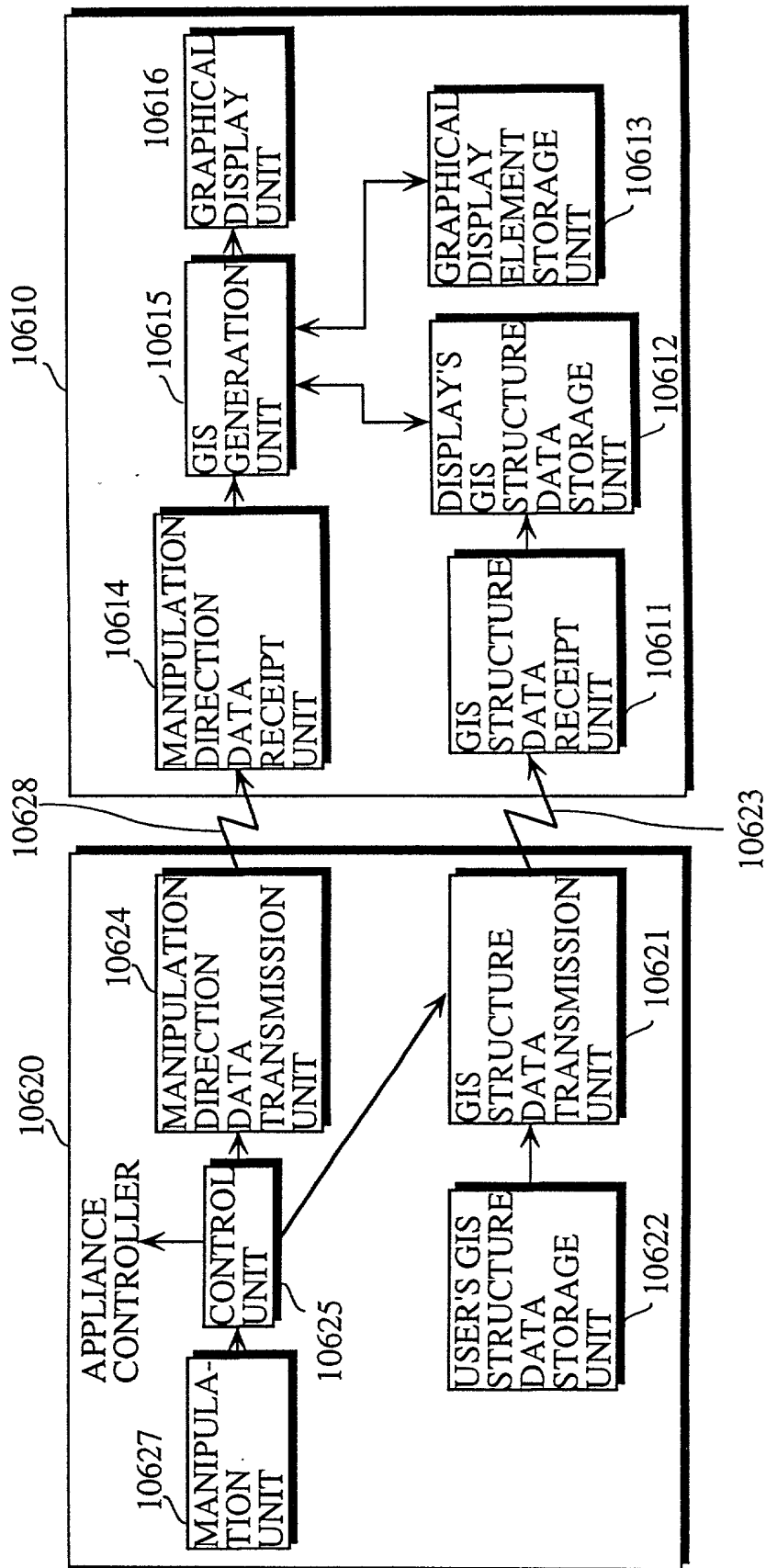


FIG. 107

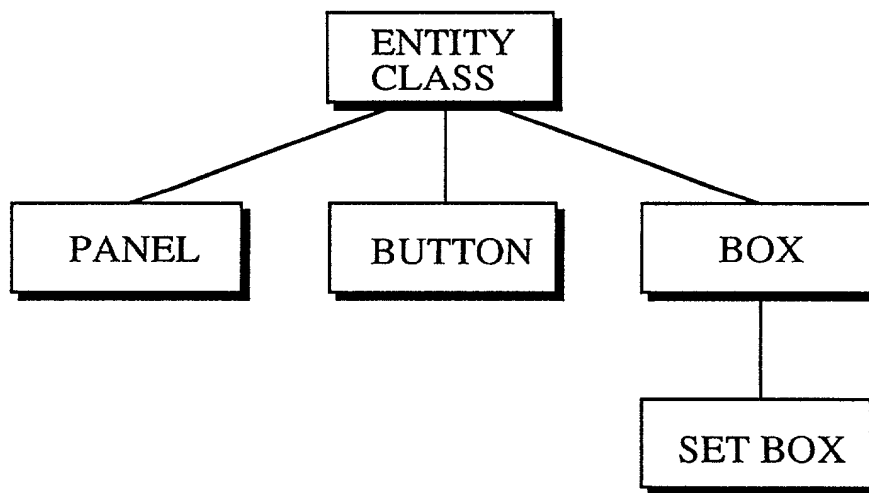


FIG. 108

```

10801 {<CLASS>ENTITY_CLASS
10802 {<CLASS>PARENT_CLASS=ENTITY_CLASS ACTION=ACTION_SHAPE=ACTION_SHAPE_STRING=
10803 {<CLASS>PARENT_CLASS=ENTITY_CLASS ACTION=ACTION_SHAPE=ACTION_SHAPE_STRING=
10804 {<CLASS>PARENT_CLASS=ENTITY_CLASS ACTION=ACTION_SHAPE=ACTION_SHAPE_STRING=

```



FIG. 109

```

<ACTION>PANEL__ACTION
  <EVENT>TUNER__SET
    <COMMAND>DISPLAY__PANEL
  <EVENT>DELETE
    <COMMAND>DELETE__PANEL
</ACTION>
<ACTION>BUTTON__ACTION
  <EVENT>FOCUS__ON
    <COMMAND>FOCUS__ON
  <EVENT>FOCUS__OFF
    <COMMAND>FOCUS__OFF
  <EVENT>RIGHT
    <MESSAGE>SWITCH__CANDIDATE__IN__PLUS__DIRECTION <TRANSMISSION__DESTINATION>$SET__BOX
  <EVENT>LEFT
    <MESSAGE>SWITCH__CANDIDATE__IN__MINUS__DIRECTION <TRANSMISSION__DESTINATION>$SET__BOX
</ACTION>
<ACTION>SET__1__BUTTON__ACTION
  <EVENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>END__BUTTON
  <EVENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__2__BUTTON
</ACTION>
<ACTION>SET__2__BUTTON__ACTION
  <EVENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__1__BUTTON
  <EVENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__3__BUTTON
</ACTION>
<ACTION>SET__3__BUTTON__ACTION
  <EVENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__2__BUTTON
  <EVENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__4__BUTTON
</ACTION>

```

FIG. 110

```
<ACTION>SET__4__BUTTON__ACTION
  <ENENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__3__BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__5__BUTTON
</ACTION>
<ACTION>SET__5__BUTTON__ACTION
  <ENENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__4__BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__6__BUTTON
</ACTION>
<ACTION>SET__6__BUTTON__ACTION
  <ENENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__5__BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__7__BUTTON
</ACTION>
<ACTION>SET__7__BUTTON__ACTION
  <ENENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__6__BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__8__BUTTON
</ACTION>
<ACTION>SET__8__BUTTON__ACTION
  <ENENT>UP
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__7__BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS__OFF
    <MESSAGE>FOCUS__ON <TRANSMISSION__DESTINATION>SET__9__BUTTON
</ACTION>
```

(CONTENUED)

FIG. 111

```
<ACTION>SET_9_BUTTON_ACTION
  <ENENT>UP
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_8_BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_10_BUTTON
</ACTION>
<ACTION>SET_10_BUTTON_ACTION
  <ENENT>UP
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_9_BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_11_BUTTON
</ACTION>
<ACTION>SET_11_BUTTON_ACTION
  <ENENT>UP
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_10_BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_12_BUTTON
</ACTION>
<ACTION>SET_12_BUTTON_ACTION
  <ENENT>UP
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_11_BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_13_BUTTON
</ACTION>
<ACTION>SET_13_BUTTON_ACTION
  <ENENT>UP
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_12_BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS_OFF
    <MESSAGE>FOCUS_ON <TRANSMISSION_DESTINATION>SET_14_BUTTON
</ACTION>
```

(CONTENUED)

FIG. 112

```

<ACTION>SET 14 BUTTON ACTION
  <ENENT>UP
    <COMMAND>FOCUS OFF
    <MESSAGE>FOCUS ON <TRANSMISSION DESTINATION>SET 13 BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS OFF
    <MESSAGE>FOCUS ON <TRANSMISSION DESTINATION>SET 15 BUTTON
</ACTION>
<ACTION>SET 15 BUTTON ACTION
  <ENENT>UP
    <COMMAND>FOCUS OFF
    <MESSAGE>FOCUS ON <TRANSMISSION DESTINATION>SET 14 BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS OFF
    <MESSAGE>FOCUS ON <TRANSMISSION DESTINATION>END BUTTON
</ACTION>
<ACTION>END BUTTON ACTION
  <ENENT>UP
    <COMMAND>FOCUS OFF
    <MESSAGE>FOCUS ON <TRANSMISSION DESTINATION>SET 15 BUTTON
  <ENENT>DOWN
    <COMMAND>FOCUS OFF
    <MESSAGE>FOCUS ON <TRANSMISSION DESTINATION>SET 1 BUTTON
  <ENENT>DITERMINATION
    <MESSAGE>DELETE <TRANSMISSION DESTINATION>TUNER SET PANEL
</ACTION>
<ACTION>SET BOX ACTION
  <ENENT>SWITCH CANDIDATE IN PLUS DIPECTION
    <COMMAND>SWITCH CANDIDATE < > '+'
  <ENENT>SWITCHCANDIDATE IN MINUS DIPECTION
    <COMMAND>SWITCH CANDIDATE < > '-'
  <ENENT>SET
    <COMMAND>SET
</ACTION>

```

FIG. 113

```
<SHAPE>PANEL SHAPE
      <FIGURE>PANEL SHAPE A
</SHAPE>
<SHAPE>BUTTON SHAPE
      <CONDITION FOCUS STATE=OFF>
        <FIGURE>BUTTON SHAPE A
      </CONDITION FOCUS STATE=ON>
      <CONDITION FOCUS STATE=ON>
        <FIGURE>BUTTON SHAPE B
      </CONDITION>
<SHAPE>BOX SHAPE
      <FIGURE>BOX SHAPE A
</SHAPE>
```

FIG. 114

```
<BUTTON ACTION=SET_1_BUTTON_ACTION CHARACTER_STRING=1 FOCUS_STATE=ON
SET_BOX=SET_1_BOX>SET_1_BUTTON
<BUTTON ACTION=SET_2_BUTTON_ACTION CHARACTER_STRING=2
SET_BOX=SET_2_BOX>SET_2_BUTTON
<BUTTON ACTION=SET_3_BUTTON_ACTION CHARACTER_STRING=3
SET_BOX=SET_3_BOX>SET_3_BUTTON
<BUTTON ACTION=SET_4_BUTTON_ACTION CHARACTER_STRING=4
SET_BOX=SET_4_BOX>SET_4_BUTTON
<BUTTON ACTION=SET_5_BUTTON_ACTION CHARACTER_STRING=5
SET_BOX=SET_5_BOX>SET_5_BUTTON
<BUTTON ACTION=SET_6_BUTTON_ACTION CHARACTER_STRING=6
SET_BOX=SET_6_BOX>SET_6_BUTTON
<BUTTON ACTION=SET_7_BUTTON_ACTION CHARACTER_STRING=7
SET_BOX=SET_7_BOX>SET_7_BUTTON
<BUTTON ACTION=SET_8_BUTTON_ACTION CHARACTER_STRING=8
SET_BOX=SET_8_BOX>SET_8_BUTTON
<BUTTON ACTION=SET_9_BUTTON_ACTION CHARACTER_STRING=9
SET_BOX=SET_9_BOX>SET_9_BUTTON
<BUTTON ACTION=SET_10_BUTTON_ACTION CHARACTER_STRING=10
SET_BOX=SET_10_BOX>SET_10_BUTTON
<BUTTON ACTION=SET_11_BUTTON_ACTION CHARACTER_STRING=11
SET_BOX=SET_11_BOX>SET_11_BUTTON
<BUTTON ACTION=SET_12_BUTTON_ACTION CHARACTER_STRING=12
SET_BOX=SET_12_BOX>SET_12_BUTTON
<BUTTON ACTION=SET_13_BUTTON_ACTION CHARACTER_STRING=13
SET_BOX=SET_13_BOX>SET_13_BUTTON
<BUTTON ACTION=SET_14_BUTTON_ACTION CHARACTER_STRING=14
SET_BOX=SET_14_BOX>SET_14_BUTTON
<BUTTON ACTION=SET_15_BUTTON_ACTION CHARACTER_STRING=15
SET_BOX=SET_15_BOX>SET_15_BUTTON
<BUTTON ACTION=END_BUTTON_ACTION CHARACTER_STRING=END>END_BUTTON
```

FIG. 115

```
<DISPLAY_CANDIDATE>CHANNEL_CANDIDATE
    <CANDIDATE_VALUE>1
    <CANDIDATE_VALUE>2
    <CANDIDATE_VALUE>3
    <CANDIDATE_VALUE>4
    <CANDIDATE_VALUE>5
    <CANDIDATE_VALUE>6
    <CANDIDATE_VALUE>7
    <CANDIDATE_VALUE>8
    <CANDIDATE_VALUE>9
    <CANDIDATE_VALUE>10
    <CANDIDATE_VALUE>11
    <CANDIDATE_VALUE>12
    <CANDIDATE_VALUE>BS1
    <CANDIDATE_VALUE>BS3
    <CANDIDATE_VALUE>BS5
    <CANDIDATE_VALUE>BS7
    <CANDIDATE_VALUE>BS9
    <CANDIDATE_VALUE>BS11
    <CANDIDATE_VALUE>BS13
    <CANDIDATE_VALUE>BS15
</DISPLAY_CANDIDATE>
```

FIG. 116

<SET\_BOX SET\_VALUE=1>SET\_1\_BOX  
<SET\_BOX SET\_VALUE=2>SET\_2\_BOX  
<SET\_BOX SET\_VALUE=3>SET\_3\_BOX  
<SET\_BOX SET\_VALUE=4>SET\_4\_BOX  
<SET\_BOX SET\_VALUE=5>SET\_5\_BOX  
<SET\_BOX SET\_VALUE=6>SET\_6\_BOX  
<SET\_BOX SET\_VALUE=7>SET\_7\_BOX  
<SET\_BOX SET\_VALUE=8>SET\_8\_BOX  
<SET\_BOX SET\_VALUE=9>SET\_9\_BOX  
<SET\_BOX SET\_VALUE=10>SET\_10\_BOX  
<SET\_BOX SET\_VALUE=11>SET\_11\_BOX  
<SET\_BOX SET\_VALUE=12>SET\_12\_BOX  
<SET\_BOX SET\_VALUE=BS5>SET\_13\_BOX  
<SET\_BOX SET\_VALUE=BS7>SET\_14\_BOX  
<SET\_BOX SET\_VALUE=BS11>SET\_15\_BOX



FIG. 117

```
<PANEL ACTION=PAGE_ACTION SHAPE=PAGE_SHAPE>TUNER_SET__PAGE
  <v>
    <h> <BUTTON>SET_1_BUTTON
      <BOX>SET_1_BOX </h>
    <h> <BUTTON>SET_2_BUTTON
      <BOX>SET_2_BOX </h>
    <h> <BUTTON>SET_3_BUTTON
      <BOX>SET_3_BOX </h>
    <h> <BUTTON>SET_4_BUTTON
      <BOX>SET_4_BOX </h>
    <h> <BUTTON>SET_5_BUTTON
      <BOX>SET_5_BOX </h>
    <h> <BUTTON>SET_6_BUTTON
      <BOX>SET_6_BOX </h>
    <h> <BUTTON>SET_7_BUTTON
      <BOX>SET_7_BOX </h>
    <h> <BUTTON>SET_8_BUTTON
      <BOX>SET_8_BOX </h>
    <h> <BUTTON>SET_9_BUTTON
      <BOX>SET_9_BOX </h>
    <h> <BUTTON>SET_10_BUTTON
      <BOX>SET_10_BOX </h>
    <h> <BUTTON>SET_11_BUTTON
      <BOX>SET_11_BOX </h>
    <h> <BUTTON>SET_12_BUTTON
      <BOX>SET_12_BOX </h>
    <h> <BUTTON>SET_13_BUTTON
      <BOX>SET_13_BOX </h>
    <h> <BUTTON>SET_14_BUTTON
      <BOX>SET_14_BOX </h>
    <h> <BUTTON>SET_15_BUTTON
      <BOX>SET_15_BOX </h>
    <BUTTON>END_BUTTON
  </v>
</PAGE>
```

FIG. 118

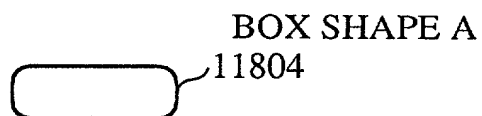
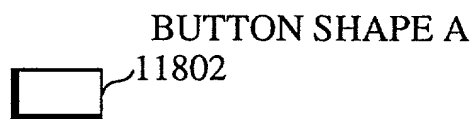
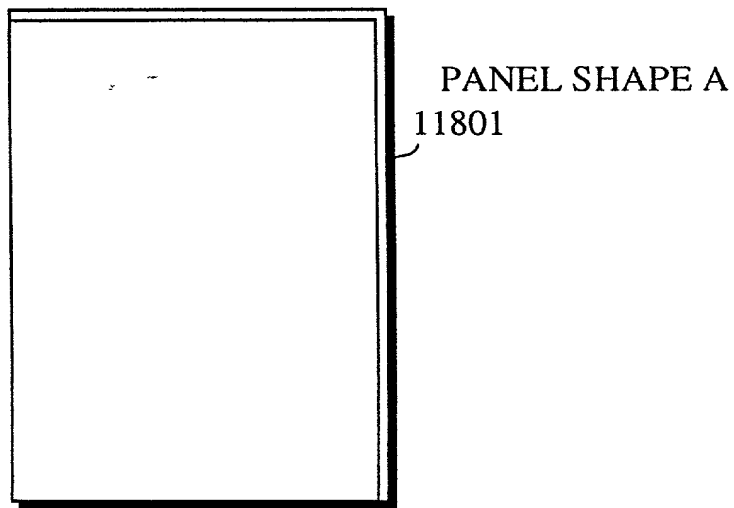


FIG. 119

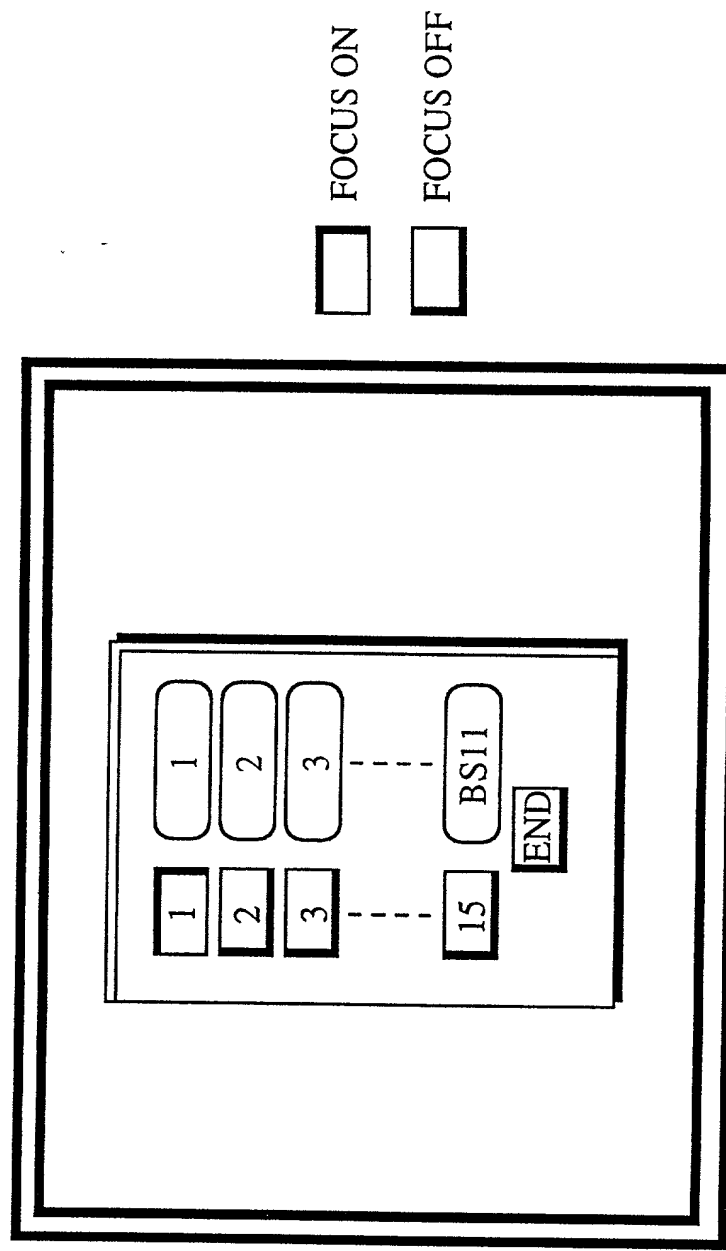


FIG. 120

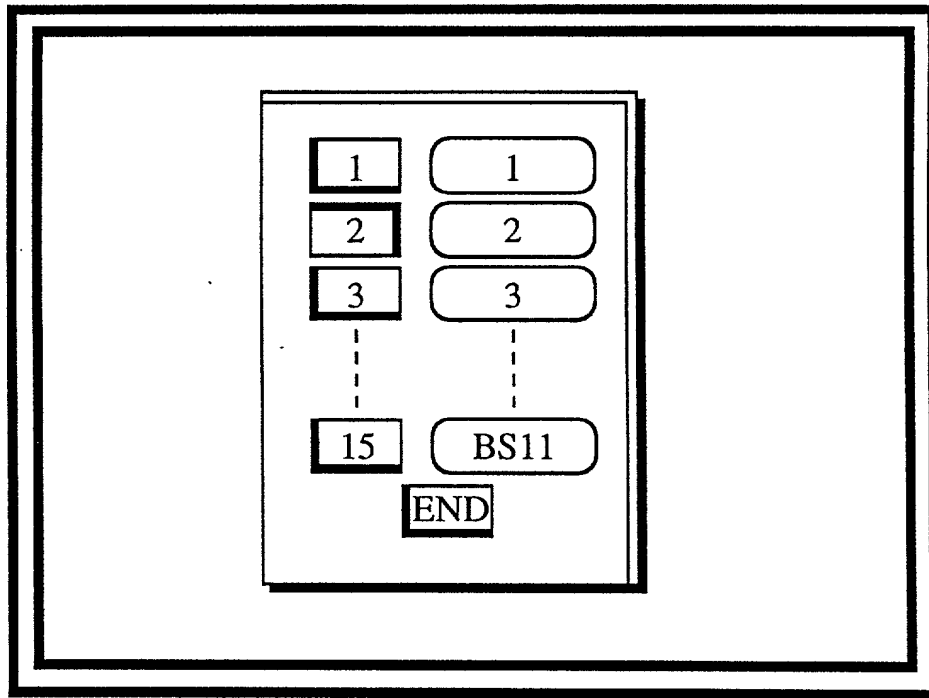


FIG. 121

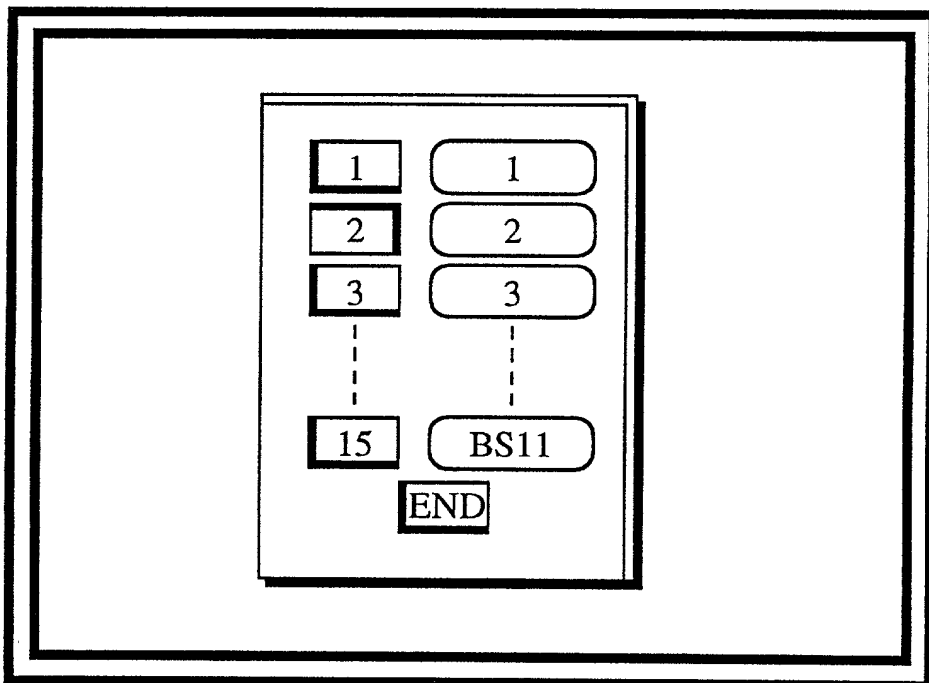


FIG. 122

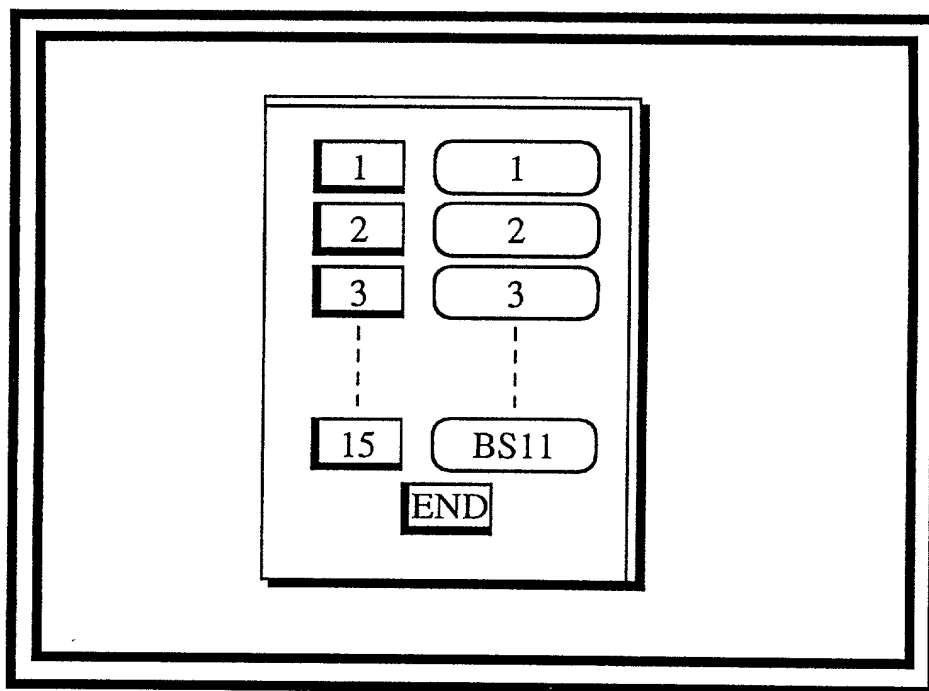


FIG. 123

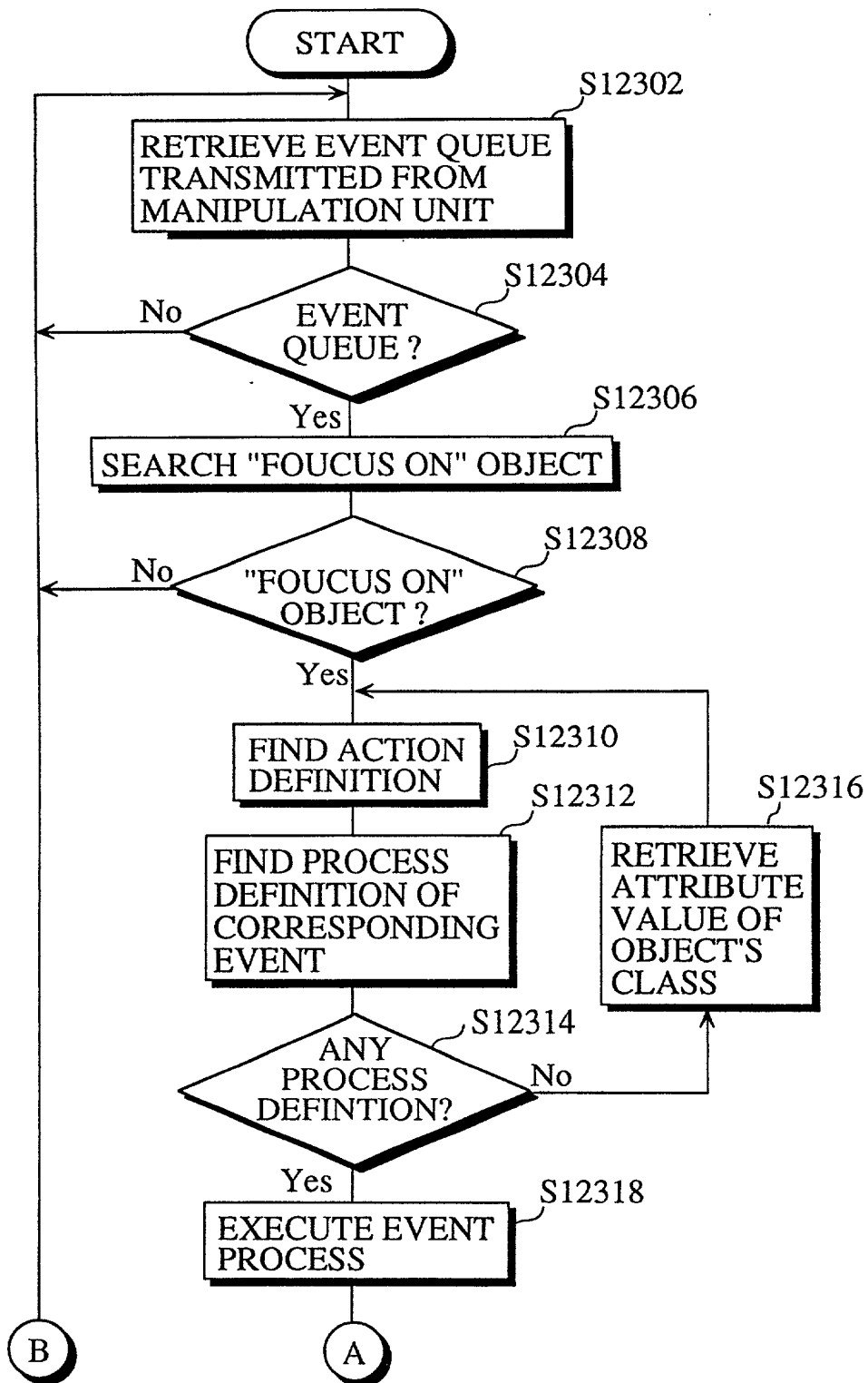


FIG. 124

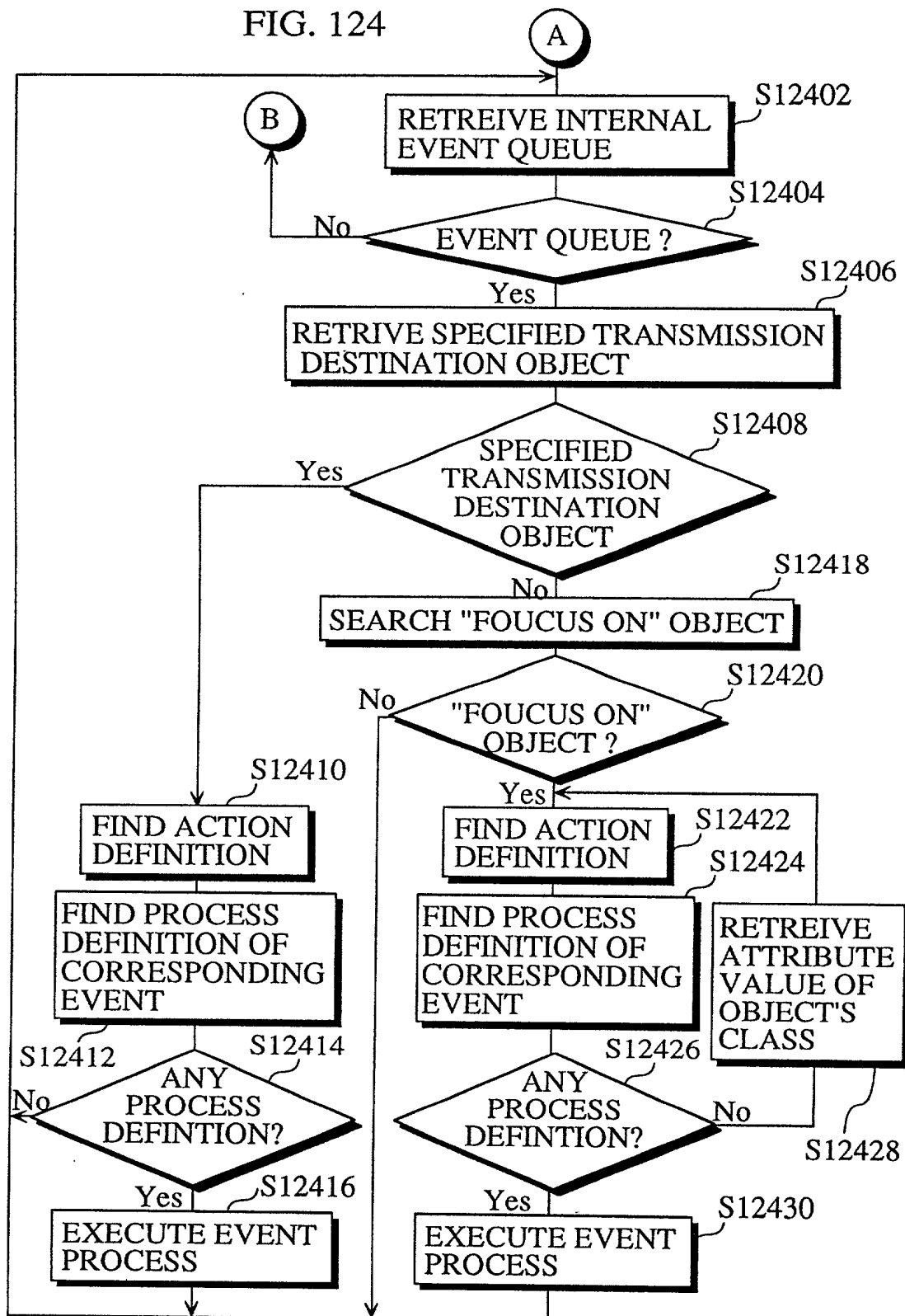


FIG. 125

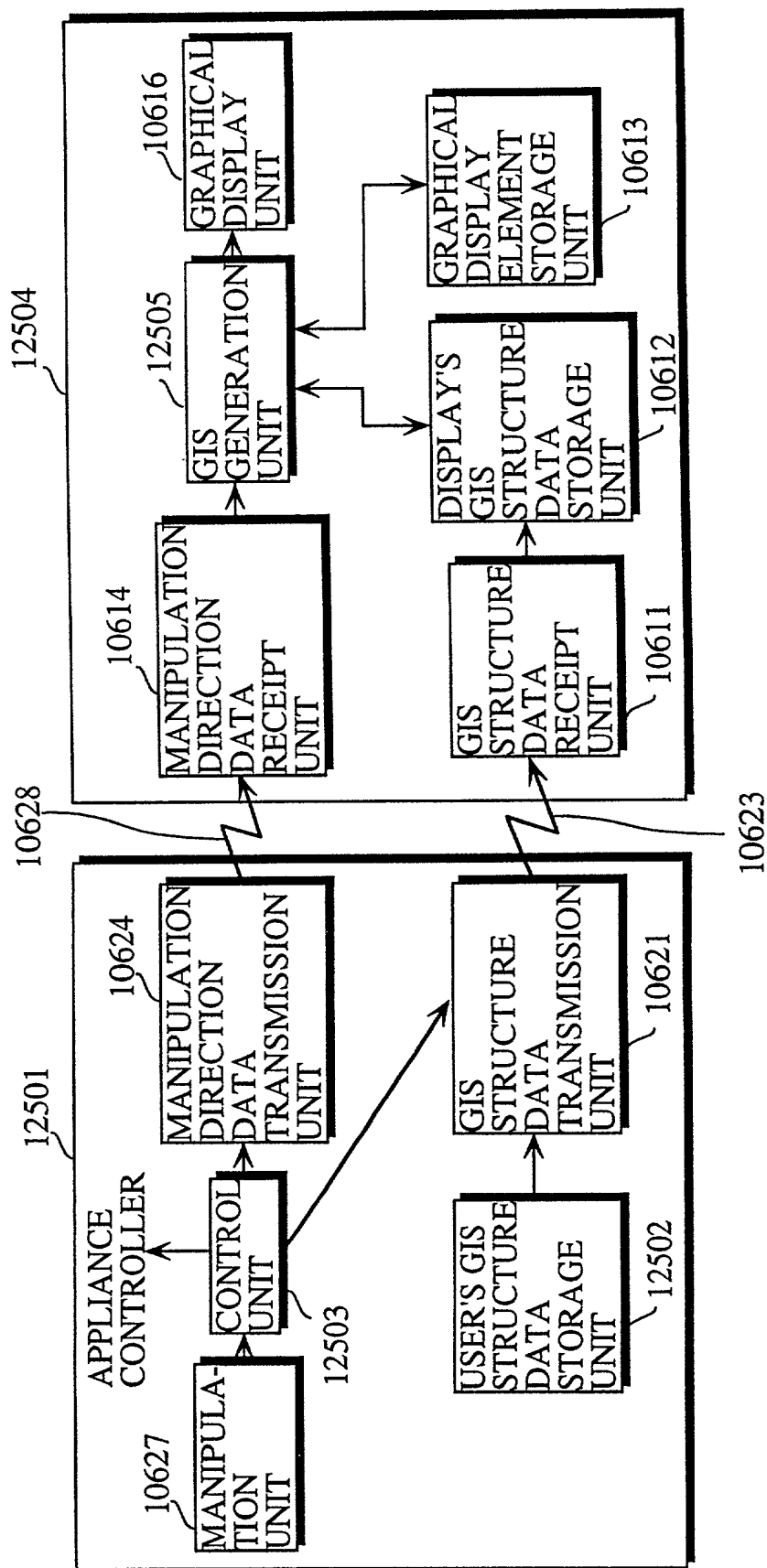




FIG. 126

```
<PANEL ACTION=ADJUSTMENT_PANEL_ACTION>ADJUSTMENT_PANEL
<v>
  <h> <BUTTON>SPEECH_SWITCH_BUTTON
    <BOX>SPEECH_SWITCH_BOX </h>
  <h> <BUTTON>IMAGE_MENU_BUTTON
    <BOX>IMAGE_MENU_BOX </h>
  <h> <BUTTON>SPEECH_MENU_BUTTON
    <BOX>SPEECH_MENU_BOX </h>
  <BUTTON>END_BUTTON
</v>
</PANEL>
```

(CONTINUED)

FIG. 127

```
<BUTTON ACTION= SPEECH_SWITCH_BUTTON_ACTION CHARACTER_STRING= SPEECH_SWITCH_FOCUS_STATE=ON
SET_BOX= SPEECH_SWITCH_BOX> SPEECH_SWITCH_BUTTON
<BUTTON ACTION= IMAGE_MENU_BUTTON_ACTION CHARACTER_STRING= IMAGE_MENU
FOCUS_STATE=OFF
SET_BOX= IMAGE_MENU_BOX> IMAGE_MENU_BUTTON
<BUTTON ACTION= SPEECH_MENU_BUTTON_ACTION CHARACTER_STRING= SPEECH_MENU
FOCUS_STATE=OFF
SET_BOX= SPEECH_MENU_BOX> SPEECH_MENU_BUTTON
<BUTTON ACTION= END_BUTTON_ACTION CHARACTER_STRING= END_BUTTON
<SET_BOX DISPLAY_CANDIDATE= " > SPEECH_SWITCH_BOX
<SET_BOX DISPLAY_CANDIDATE= IMAGE_CANDIDATE> IMAGE_MENU_BOX
<SET_BOX DISPLAY_CANDIDATE= SPEECH_CANDIDATE> SPEECH_MENU_BOX
```

(CONTINUED)

FIG. 128

```

<ACTION>ADJUSTMENT_PANEL
    <EVENT>PARAMETER_ADJUSTMENT
        <COMMAND>DISPLAY_PANEL
    <EVENT>DELETE
        <COMMAND>DELETE_PANEL
</ACTION>
<ACTION>SPEECH_SWITCH_BUTTON_ACTION
    <EVENT>UP
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>END_BUTTON
    <EVENT>DOWN
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>IMAGE_MENU_BUTTON
</ACTION>
<ACTION>IMAGE_MENU_BUTTON_ACTION
    <EVENT>UP
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>SPEECH_SWITCH_BUTTON
    <EVENT>DOWN
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>SPEECH_MENU_BUTTON
</ACTION>
<ACTION>SPEECH_MENU_BUTTON_ACTION
    <EVENT>UP
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>IMAGE_MENU_BUTTON
    <EVENT>DOWN
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>END_BUTTON
</ACTION>
<ACTION>END_BUTTON_ACTION
    <EVENT>UP
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>SPEECH_MENU_BUTTON
    <EVENT>DOWN
        <COMMAND>FOCUS_OFF
        <MESSAGE>FOCUS_ON    <TRANSMISSION_DESTINATION>END_BUTTON
    <EVENT>DETERMINATION
        <MESSAGE>DELETE    <TRANSMISSION_DESTINATION>ADJUSTMENT_PANEL
</ACTION>

```

(CONTINUED)

FIG. 129

```
<DISPLAY_CANDIDATE>BILINGUAL_BROADCAST
    <CANDIDATE_VALUE>MAIN
    <CANDIDATE_VALUE>SUB
    <CANDIDATE_VALUE>MAIN+SUB
</DISPLAY_CANDIDATE>
<DISPLAY_CANDIDATE>STEREO_BROADCAST
    <CANDIDATE_VALUE>STEREO
    <CANDIDATE_VALUE>MONAURAL
</DISPLAY_CANDIDATE>
<DISPLAY_CANDIDATE>MONAURAL_BROADCAST
    <CANDIDATE_VALUE>MONAURAL
</DISPLAY_CANDIDATE>
<DISPLAY_CANDIDATE>VIDEO_CANDIDATE
    <CANDIDATE_VALUE>STANDARD
    <CANDIDATE_VALUE>DYNAMIC
    <CANDIDATE_VALUE>CHIC
</DISPLAY_CANDIDATE>
<DISPLAY_CANDIDATE>SOUND_CANDIDATE
    <CANDIDATE_VALUE>STANDARD
    <CANDIDATE_VALUE>MOVIE
    <CANDIDATE_VALUE>MUSIC
    <CANDIDATE_VALUE>SPEECH
</DISPLAY_CANDIDATE>
```

FIG. 130

```
<SUBSIDIARY_DATA>
    <SET_BOX DISPLAY_CANDIDATE=BILINGUAL_BROADCAST
    >SOUND_SWITCH_BOX
</SUBSIDIARY_DATA>
```

FIG. 131

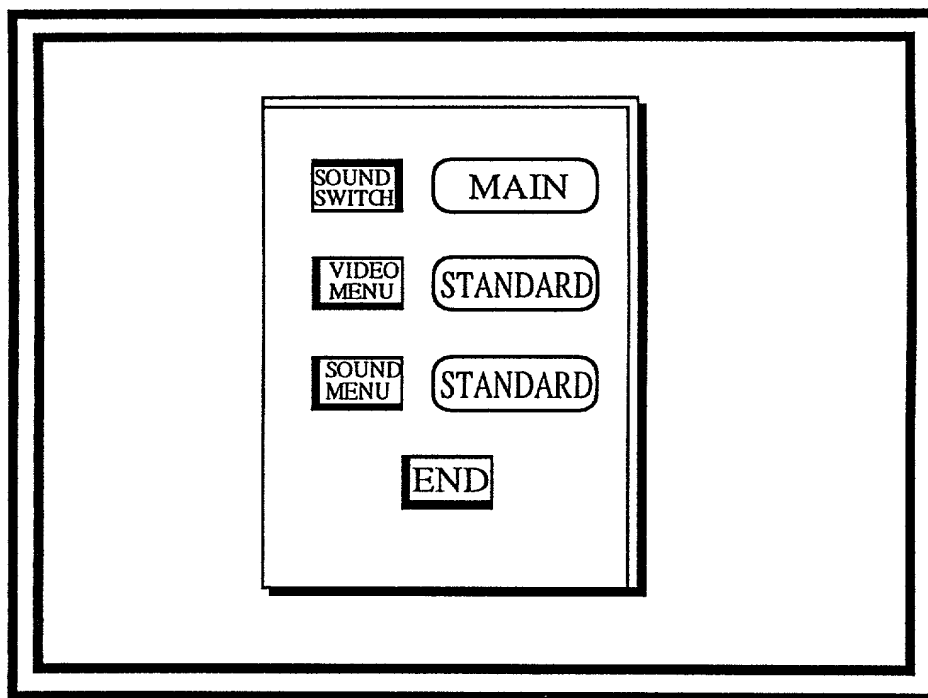


FIG. 132

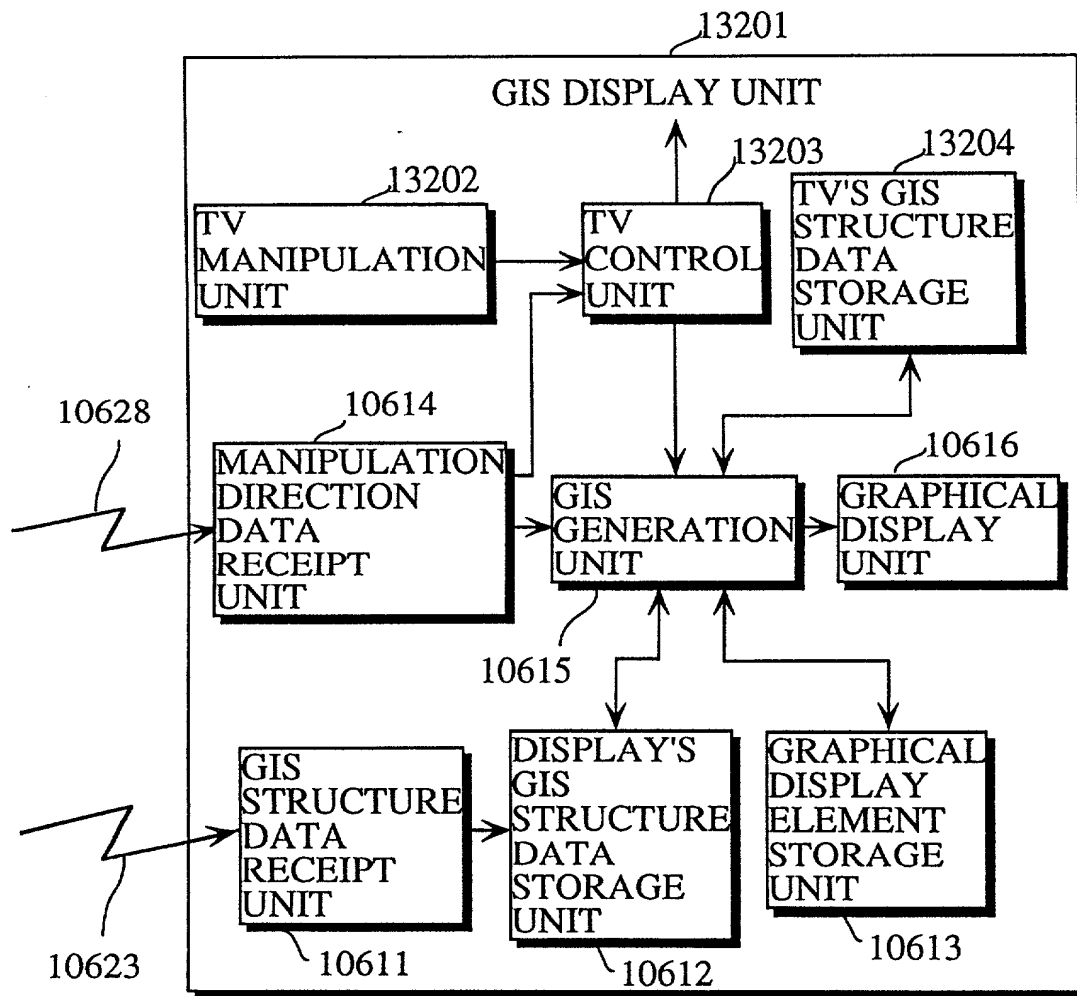


FIG. 133

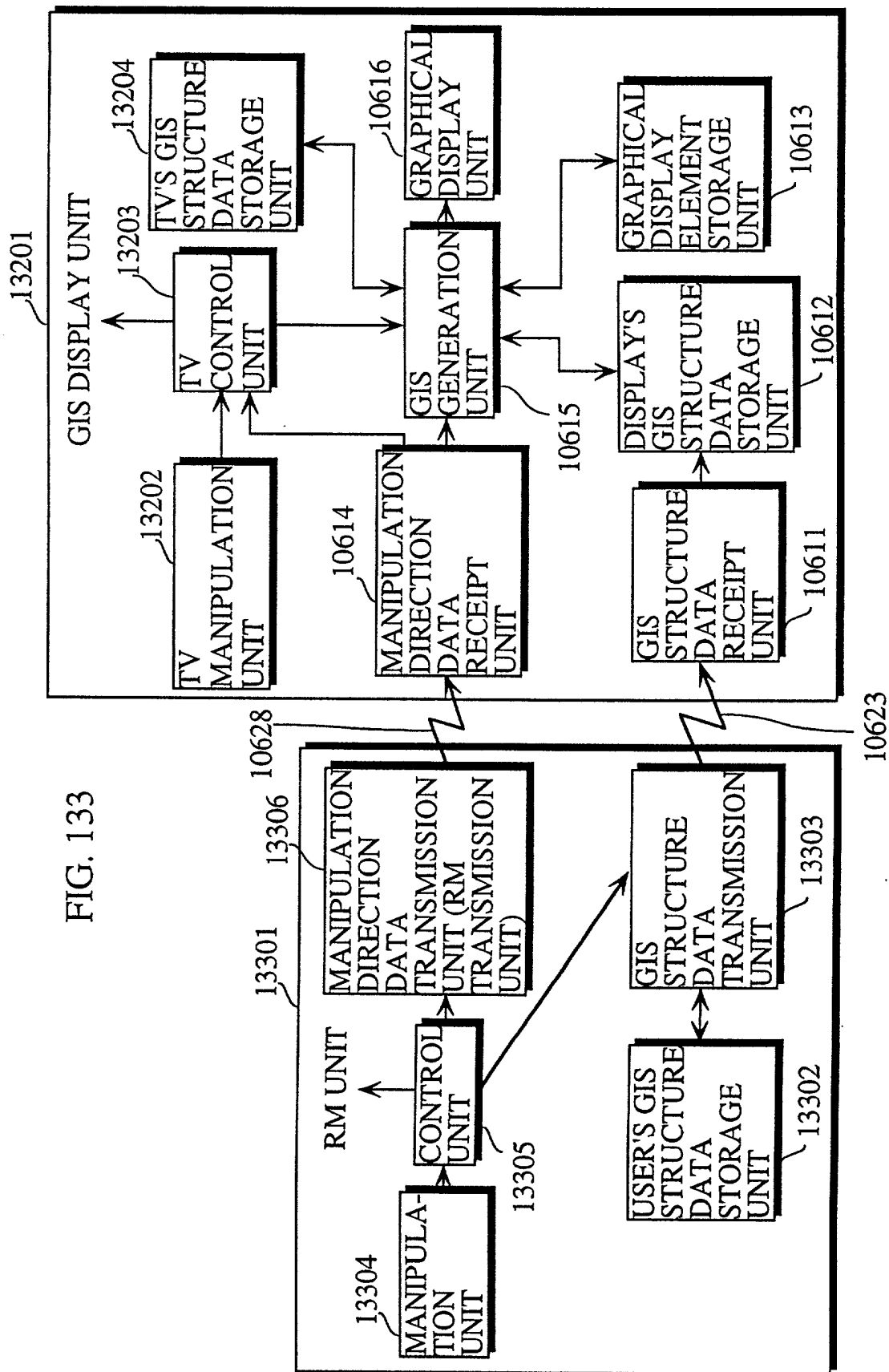


FIG. 134

MAKER	MATSUSHITA
YEAR	89
END	



FIG. 135

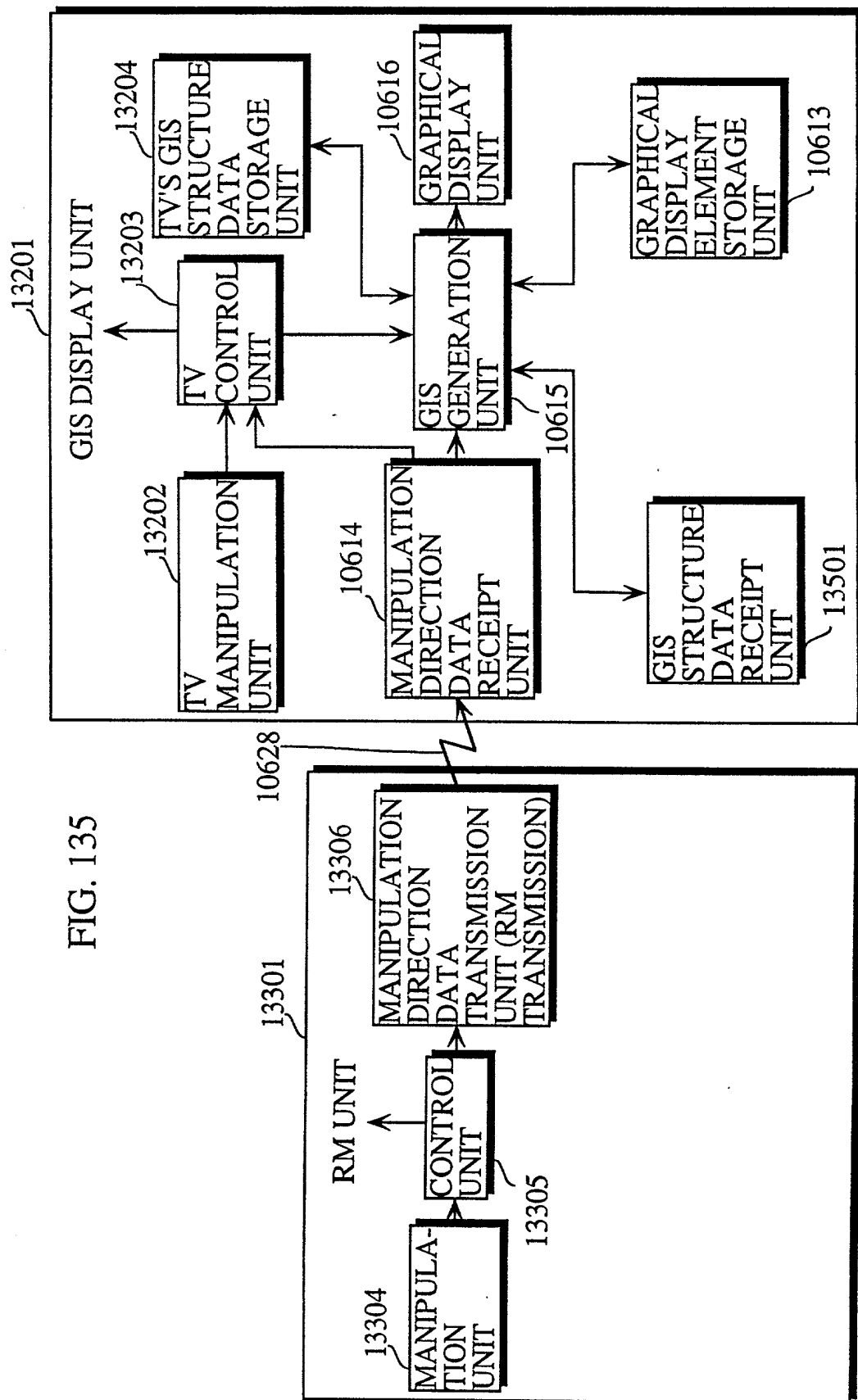


FIG. 136

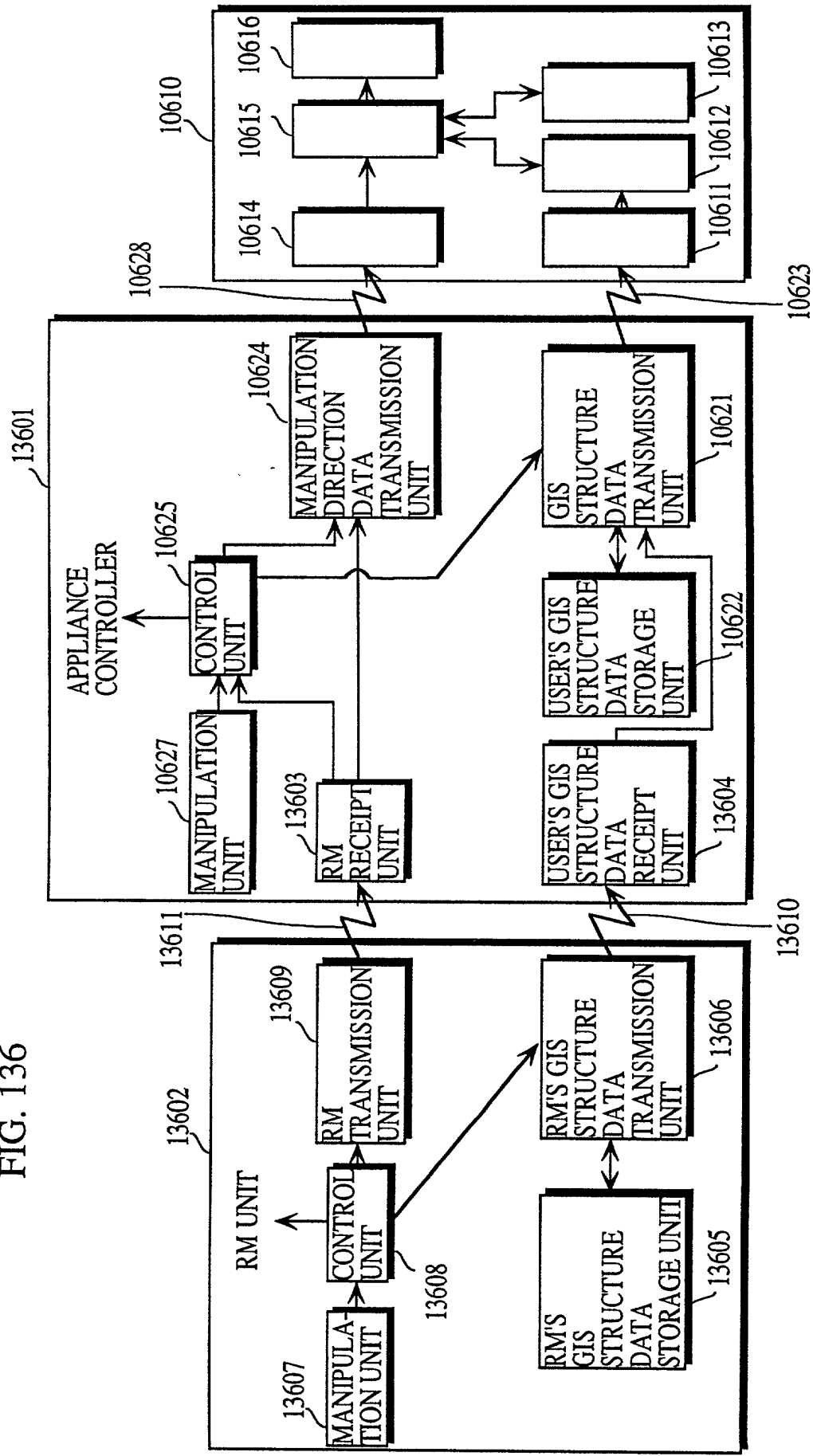


FIG. 137

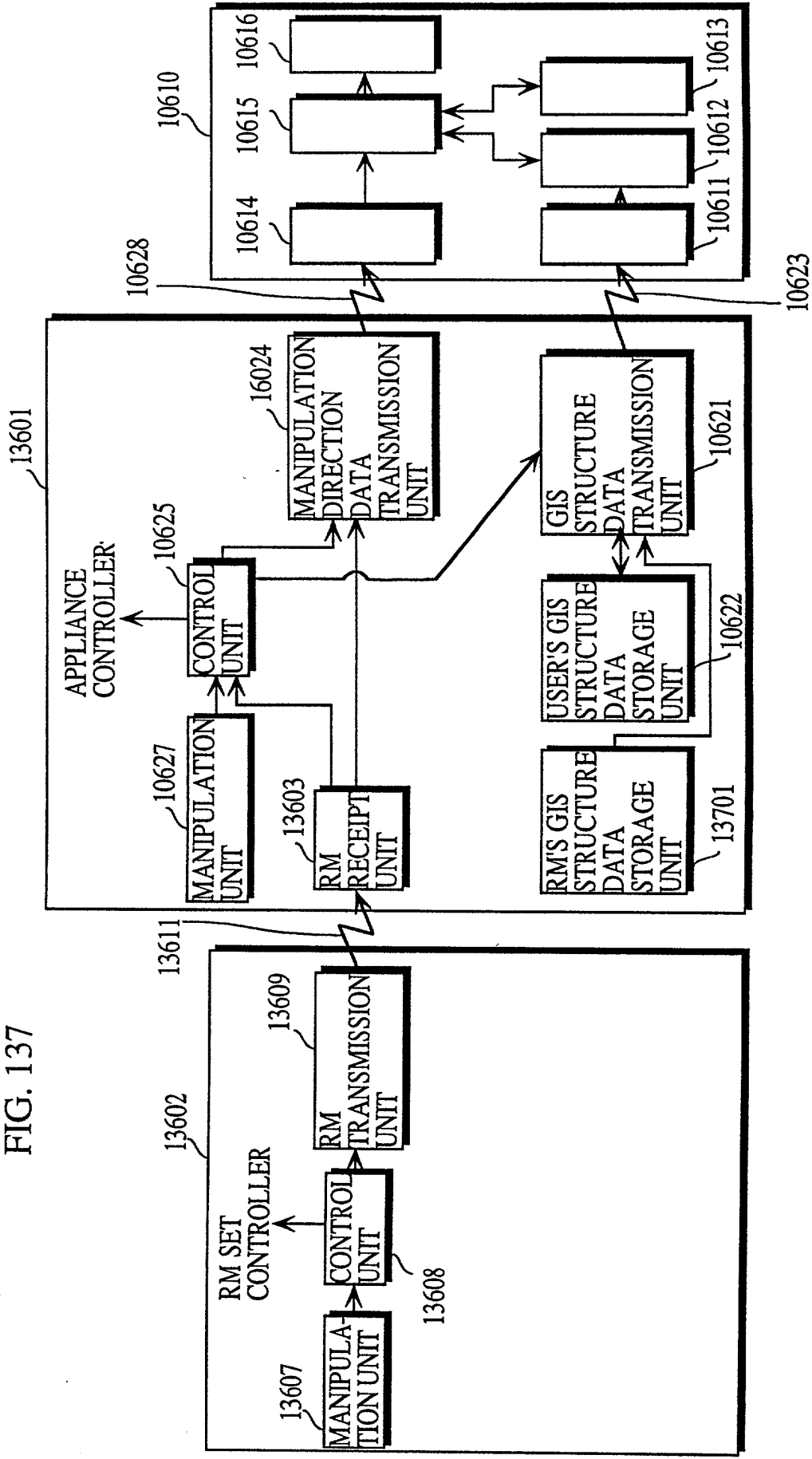


FIG. 138

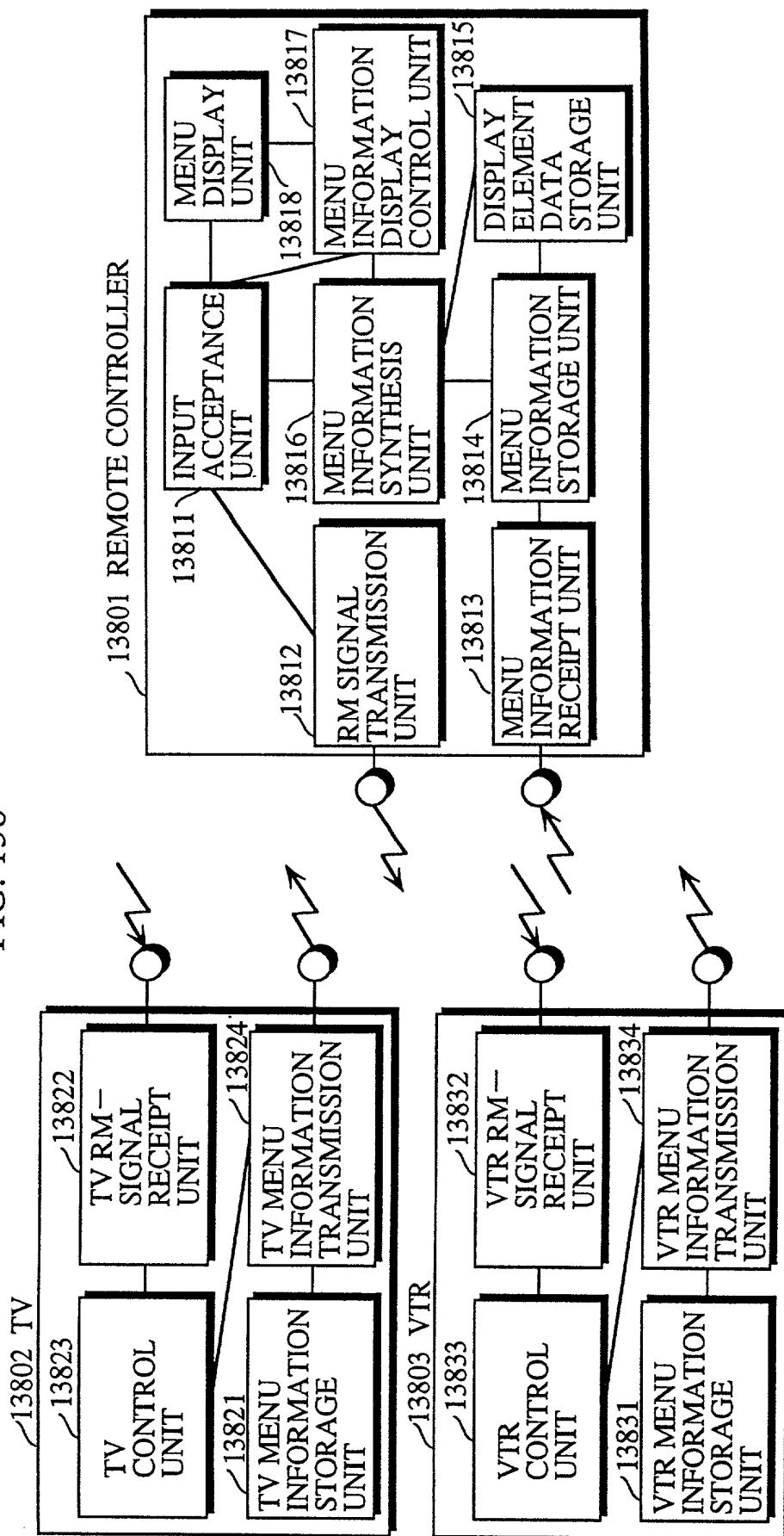


FIG. 139

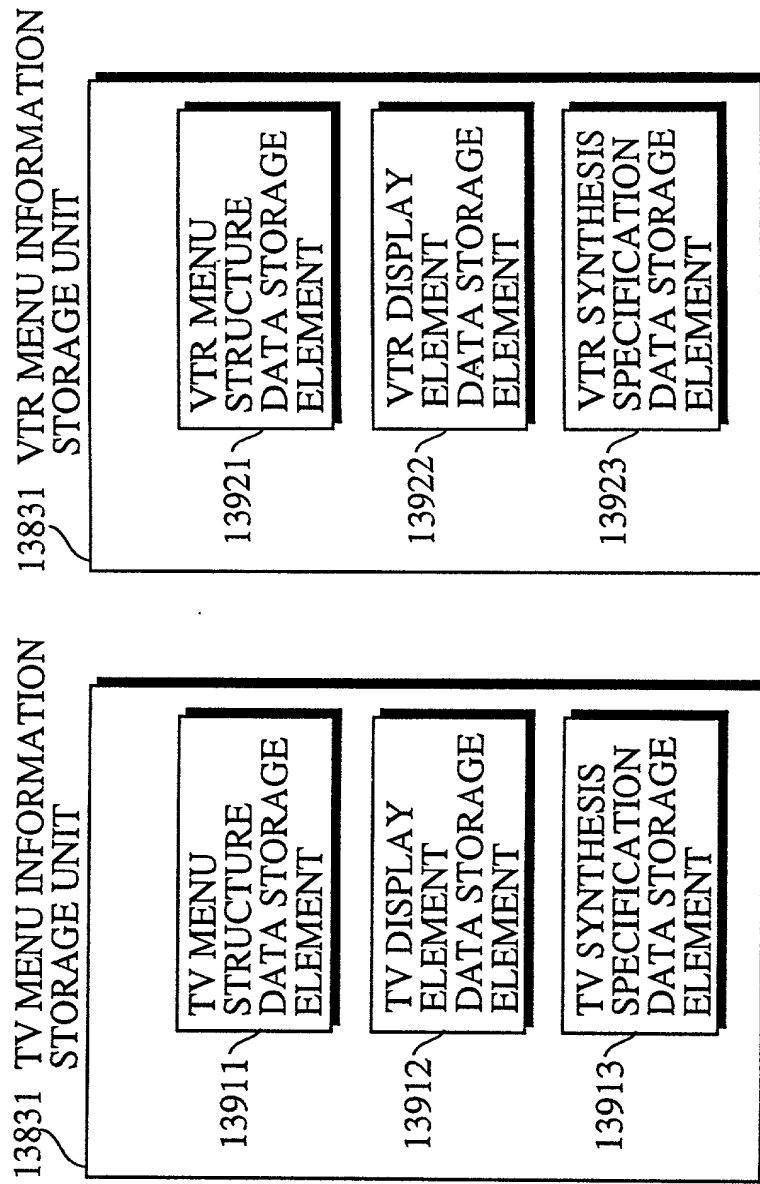


FIG. 140

```
<CLASS>ENTITY__CLASS
<CLASS PARENT__CLASS=ENTITY CLASS__SHAPE=PAGE__SHAPE CHARACTER__STRING=MENU
    SCREEN>PAGE__CLASS
<CLASS PARENT__CLASS=ENTITY__CLASS ACTION=BUTTON__ACTION SHAPE=BUTTON__SHAPE>
    BUTTON__CLASS
<CLASS PARENT__CLASS=BUTTON CLASS__ACTION=PAGE__BUTTON__ACTION
    SHAPE=PAGE__BUTTON__SHAPE>PAGE__BUTTON__CLASS
```

FIG. 141

```
<PANEL__CHARACTER__STRING=TV__MANIPULATION__MENU>TOP__PANEL
  <v>
    <BUTTON>BASIC__MANIPULATION__BUTTON
    <BUTTON>SET__BUTTON
    <BUTTON>SUB-SCREEN__BUTTON
  </v>
</PANEL>

<PANEL>BASIC__MANIPULATION__PANEL
  .
  .
  .
</PANEL>
<PANEL>SET__PANEL
  <v>
    <BUTTON>IMAGE__ADJUSTMENT__BUTTON
    <BUTTON>SPEECH__ADJUSTMENT__BUTTON
    <BUTTON>BS__INPUT__LEVEL__SET__BUTTON
    <BUTTON>RECEIVER__CHANNEL__SET__BUTTON
  <h>
    <BUTTON>PREVIOUS__BUTTON
    <BUTTON>NEXT__BUTTON
  </h>
  </v>
</PANEL>
<PANEL>SUB-SCREEN__MANIPULATION__PANEL
  .
  .
  .
</PANEL>
  .
  .
  .
```

FIG. 142

```
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=BASIC_ACTION=BASIC
MANIPULATION_BUTTON_ACTION>BASIC_MANIPULATION_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=SET_ACTION=SET_BUTTON_ACTION>
SET_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=SUB-SCREEN_ACTION=
SUB-SCREEN_BUTTON_ACTION>SUB-SCREEN_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=IMAGE_ADJUSTMENT
ACTION=IMAGE_ADJUSTMENT_BUTTON_ACTION>
IMAGE_ADJUSTMENT_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=SPEECH_ADJUSTMENT
ACTION=SPEECH_ADJUSTMENT_BUTTON_ACTION>
SPEECH_ADJUSTMENT_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=BS_INPUT_LEVEL_SET
ACTION=BS_INPUT_LEVEL_SET_BUTTON_ACTION>BS_INPUT_LEVEL_SET_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=RECEIVER_CHANNEL_SET
ACTION=RECEIVER_CHANNEL_SET_BUTTON_ACTION>RECEIVER_CHANNEL_SET_
BUTTON
<BUTTON CLASS=PAGE_BUTTON_CLASS CHARACTER_STRING=PREVIOUS_PAGE_ACTION
=PREVIOUS_PAGE_BUTTON_ACTION>PREVIOUS_PAGE_BUTTON
<BUTTON CLASS=PAGE_BUTTON_CLASS CHARACTER_STRING=NEXT_PAGE_ACTION
=NEXT_PAGE_BUTTON_ACTION>NEXT_PAGE_BUTTON
```



FIG. 143

```
<SHAPE>PANEL__SHAPE
    <FIGURE>TV__PANEL__SHAPE A
</SHAPE>
<SHAPE>BUTTON__SHAPE
    <CONDITION SELECTION__STATE=ON>
        <FIGURE>BUTTON__SHAPE A
    </CONDITION>
    <CONDITION SELECTION S__TATE=OFF>
        <FIGURE>BUTTON__SHAPE B
    </CONDITION>
</SHAPE>

<SHAPE>PAGE__BUTTON__SHAPE
    <CONDITION SELECTION__STATE=ON>
        <FIGURE>PAGE__BUTTON__SHAPE A
    </CONDITION>
    <CONDITION SELECTION__STATE=OFF>
        <FIGURE>PAGE__BUTTON__SHAPE B
    </CONDITION>
</SHAPE>
```

FIG. 144

```

<ACTION>BASIC_MANIPULATION_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>BASIC_MANIPULATION_PANEL
</ACTION>
<ACTION>SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>SET_PANEL
</ACTION>
<ACTION>SUB-SCREEN_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>SUB-SCREEN_PANEL
</ACTION>
<ACTION>IMAGE_ADJUSTMENT_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>IMAGE_ADJUSTMENT_PANEL
</ACTION>
<ACTION>SPEECH_ADJUSTMENT_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>SPEECH_ADJUSTMENT_PANEL
</ACTION>
<ACTION>BS_INPUT_LEVEL_SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>BS_INPUT_LEVEL_SET_PANEL
</ACTION>
<ACTION>RECEIVER_CHANNEL_SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>RECEIVER_CHANNEL_SET_PANEL
</ACTION>
<ACTION>PREVIOUS_PAGE_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>BASIC_MANIPULATION_PANEL
</ACTION>
<ACTION>NEXT_PAGE_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>SUB-SCREEN_PANEL
</ACTION>

```

FIG. 145

BUTTON SHAPE B



14502

BUTTON SHAPE A

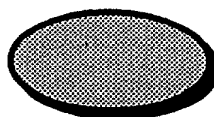


14501

PAGE BUTTON  
SHAPE B



PAGE BUTTON  
SHAPE A



TV PANEL SHAPE

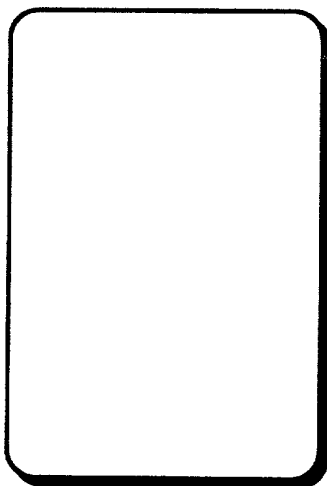


FIG. 146

```
<SYNTHESIS_DIRECTION COMPUTE=TOP_SYNTHESIS_COMBINE_METHOD=
    UNIQ_COMBINE>
</SYNTHESIS_DIRECTION>

<SYNTHESIS_DIRECTION COMPUTE=PANEL_SYNTHESIS_COMBINE_METHOD=
    UNIQ_COMBINE>
</SYNTHESIS_DIRECTION>

<SYNTHESIS_DIRECTION COMPUTE=PRIORITY_APPLIANCE=TV
    <SHAPE>BUTTON_SHAPE
    <SHAPE>PAGE_BUTTON_SHAPE
</SYNTHESIS_DIRECTION>
```

FIG. 147

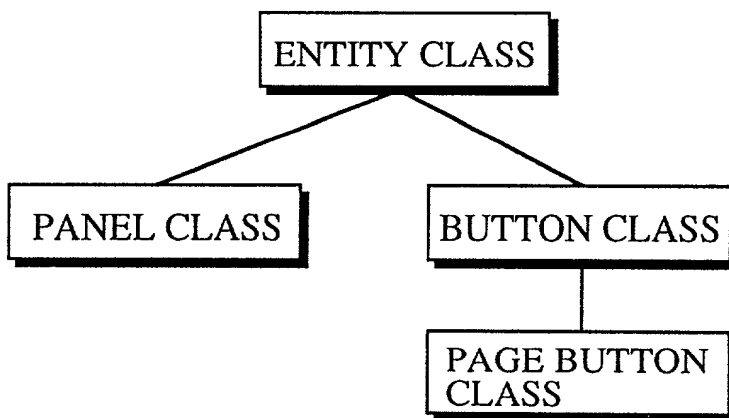


FIG. 148

```

<PANEL_CHARACTER_STRING=VTR_MANIPULATION_MENU>TOP_PANEL
<v>
    <BUTTON>RECORD_BUTTON
    <BUTTON>PLAYBACK_BUTTON
    <BUTTON>EDIT_BUTTON
    <BUTTON>SET_BUTTON

</v>
</PANEL>

<PANEL>SET_PANEL
<v>
    <BUTTON>TIME_SET_BUTTON
    <BUTTON>BS_INPUT_LEVEL_SET_BUTTON
    <BUTTON>RECEIVER_CANNEL_SET_BUTTON
    <h>
        <BUTTON>PREVIOUS_PAGE_BUTTON
        <BUTTON>NEXT_PAGE_BUTTON
    </h>

</v>
</PANEL>
<PANEL>EDIT_PANEL
    .
    .
    .
    .
</PANEL>

```

FIG. 149

```

<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=RECORD ACTION=RECORD_BUTTON_
ACTION>RECORD_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=PLAY BACK ACTION=PLAY BACK_
BUTTON_ACTION>PLAY BACK_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=EDIT ACTION=EDIT_BUTTON_ACTION
>EDIT_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=SET ACTION=SET_BUTTON_ACTION>
SET_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=TIME SET
ACTION=TIME_SET_BUTTON_ACTION>TIME_SET_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=BS_INPUT_LEVEL_SET
ACTION=BS_INPUT_LEVEL_SET_BUTTON_ACTION>BS_INPUT_LEVEL_SET_BUTTON
<BUTTON CLASS=BUTTON_CLASS CHARACTER_STRING=RECEIVER_CHANNEL_SET
ACTION=RECEIVER_CHANNEL_SET_BUTTON_ACTION>RECEIVER_CHANNEL_SET_BUTTON

```

FIG. 150

```
<SHAPE>PANEL__SHAPE
    <FIGURE>VIDEO__PANEL__SHAPE
</SHAPE>
<SHAPE>BUTTON__SHAPE
    <CONDITION SELECTION__STATE=ON>
        <FIGURE>BUTTON__SHAPE C
    </CONDITION>
    <CONDITION SELECTION__STATE=OFF>
        <FIGURE>BUTTON__SHAPE D
    </CONDITION>
</SHAPE>
<SHAPE>PAGE__BUTTON__SHAPE
    <CONDITION SELECTION__STATE=ON>
        <FIGURE>PAGE__BUTTON__SHAPE C
    </CONDITION>
    <CONDITION SELECTION__STATE=OFF>
        <FIGURE>PAGE__BUTTON__SHAPE D
    </CONDITION>
</SHAPE>
```



FIG. 151

```

<ACTION>RECORD_BUTTON_ACTION
  <MESSAGE>RECORD    <CORRESPONDENCE>VTR_CONTROL
</ACTION>
<ACTION>PLAYBACK_BUTTON_ACTION
  <MESSAGE>PLAYBACK  <CORRESPONDENCE>VTR_CONTROL
</ACTION>
<ACTION>EDIT_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>EDIT_PANEL
</ACTION>
<ACTION>SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>SET_PANEL
</ACTION>
<ACTION>TIME_SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>TIME_SET_PANEL
</ACTION>
<ACTION>BS_INPUT_LEVEL_SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>BS_INPUT_LEVEL_SET_PANEL
</ACTION>
<ACTION>RECEIVER_CHANNEL_SET_BUTTON_ACTION
  <MESSAGE>OPEN_PANEL <CORRESPONDENCE>RECEIVER_CHANNEL_SET_PANEL
</ACTION>

```

FIG. 152

BUTTON SHAPE D



BUTTON SHAPE C



PAGE BUTTON  
SHAPE D



PAGE BUTTON  
SHAPE C



VTR PANEL SHAPE

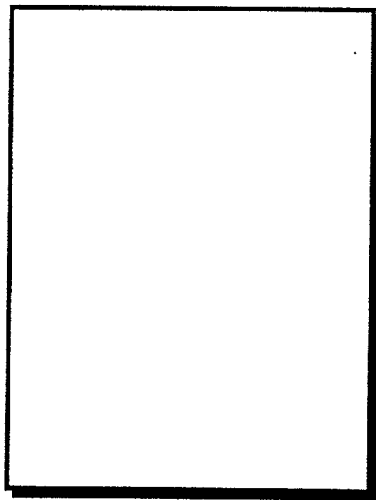


FIG. 153

```

<SYNTHESIS_DIRECTION COMPUTE= PRIORITY APPLIANCE=VTR>
  <SHAPE>PANEL_SHAPE
</SYNTHESIS_DIRECTION>

<SYNTHESIS_DIRECTION COMPUTE=ADD>
  <SUBJECT_CORRESPONDENCE=VTR_CONTROL>MESSAGE_TRANSMISSION
  <ADD_DESTINATION>BEFORE
  <ADDITION_INFORMATION MESSAGE=SWITCH_VTR CORRESPONDENCE
    =TV_CONTROL>MESSAGE_TRANSMISSION
</SYNTHESIS_DIRECTION>

```

FIG. 154

```
<PANEL CHARACTER_STRING=TV_MANIPULATION_MENU CHARACTER_STRING=VTR
MANIPULATION_MENU>TOP_PANEL
<v>
    <BUTTON>BASIC_MANIPULATION_BUTTON
    <BUTTON>SET_BUTTON
    <BUTTON>SUB-SCREEN_BUTTON
    <v>
    <BUTTON>RECORD_BUTTON
    <BUTTON>PLAYBACK_BUTTON
    <BUTTON>EDIT_BUTTON
    <BUTTON>SET_BUTTON
    </v>
    </v>
<PANEL>
```

FIG. 155

```
<PANEL CHARACTER_STRING=TV_MANIPULATION_MENU>TOP_PANEL
<v>
    <BUTTON>BASIC_MANIPULATION_BUTTON
    <BUTTON>SET_BUTTON
    <BUTTON>SUB-SCREEN_BUTTON

    <v>
        <BUTTON>RECORD_BUTTON
        <BUTTON>PLAYBACK_BUTTON
        <BUTTON>EDIT_BUTTON
        <BUTTON>SET_BUTTON

        </v>
        </v>
</PANEL>
```

FIG. 156

```
<PANEL CHARACTER_STRING=TV_MANIPULATION_MENU>TOP_PANEL
<v>
    <BUTTON>BASIC_MANIPULATION_BUTTON
    <BUTTON>SET_BUTTON
    <BUTTON>SUB-SCREEN_BUTTON
    <v>
    <BUTTON>RECORD_BUTTON
    <BUTTON>PLAY BACK_BUTTON
    <BUTTON>EDIT_BUTTON
    </v>
    </v>
</PANEL>
```

FIG. 157

```
<PANEL CHARACTER_STRING=TV_MANIPULATION_MENU>TOP_PANEL
  <v>
    <BUTTON>BASIC_MANIPULATION_BUTTON
    <BUTTON>SET_BUTTON
    <BUTTON>SUB-SCREEN_BUTTON
    <BUTTON>RECORD_BUTTON
    <BUTTON>PLAYBACK_BUTTON
    <BUTTON>EDIT_BUTTON
  </v>
</PANEL>
```

FIG. 158

<PANEL>SET\_\_PANEL

<v>

<BUTTON>IMAGE\_\_ADJUSTMENT\_\_BUTTON  
<BUTTON>SPEECH\_\_ADJUSTMENT\_\_BUTTON  
<BUTTON>BS\_\_INPUT\_\_LEVEL\_\_SET\_\_BUTTON  
<BUTTON>RECEIVER\_\_CANNEL\_\_SET\_\_BUTTON  
<h>

<BUTTON>PREVIOUS\_\_PAGE\_\_BUTTON  
<BUTTON>NEXT\_\_PAGE\_\_BUTTON

</h>

<v>

<BUTTON>TIME\_\_SET\_\_BUTTON  
<BUTTON>BS\_\_INPUT\_\_LEVEL\_\_SET\_\_BUTTON  
<BUTTON>RECEIVER\_\_CHANNEL\_\_SET\_\_BUTTON  
<h>

<BUTTON>PREVIOUS\_\_PAGE\_\_BUTTON  
<BUTTON>NEXT\_\_PAGE\_\_BUTTON

</h>

</v>

</v>

</PANEL>



FIG. 159

<PANEL>SET\_PANEL

<v>

<BUTTON>IMAGE\_ADJUSTMENT\_BUTTON

<BUTTON>SPEECH\_ADJUSTMENT\_BUTTON

<BUTTON>BS\_INPUT\_LEVEL\_SET\_BUTTON

<BUTTON>RECEIVER\_CHANNEL\_SET\_BUTTON

<h>

<BUTTON>PREVIOUS\_PAGE\_BUTTON

<BUTTON>NEXT\_PAGE\_BUTTON

</h>

<v>

<BUTTON>TIME\_SET\_BUTTON

<h>

</h>

</v>

</v>

</PANEL>

FIG. 160

<PANEL>SET\_PANEL

<v>

<BUTTON>IMAGE\_ADJUSTMENT\_BUTTON

<BUTTON>SPEECH\_ADJUSTMENT\_BUTTON

<BUTTON>BS\_INPUT\_LEVEL\_SET\_BUTTON

<BUTTON>RECEIVER\_CHANNEL\_SET\_BUTTON

<h>

<BUTTON>PREVIOUS\_PAGE\_BUTTON

<BUTTON>NEXT\_PAGE\_BUTTON

</h>

<BUTTON>TIME\_SET\_BUTTON

</v>

</PANEL>

FIG. 161

BUTTON SHAPE B



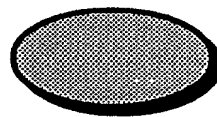
BUTTON SHAPE A



PAGE BUTTON  
SHAPE B



PAGE BUTTON  
SHAPE A



PANEL SHAPE

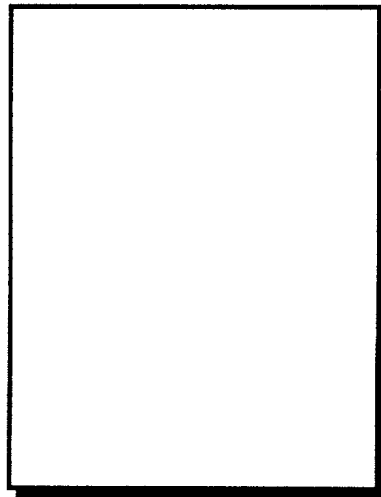


FIG. 162

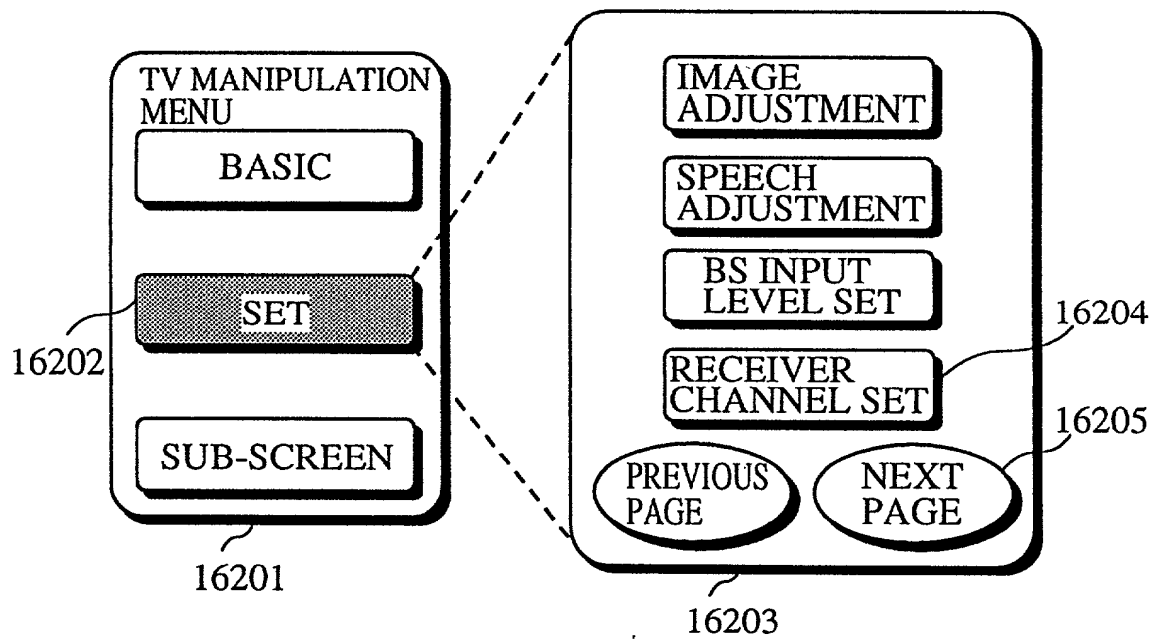


FIG. 163

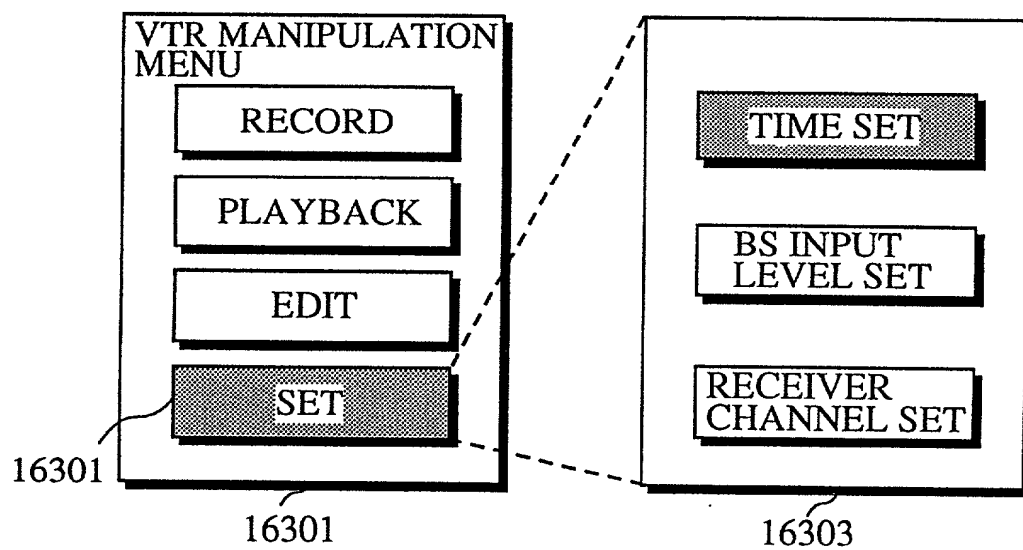


FIG. 164

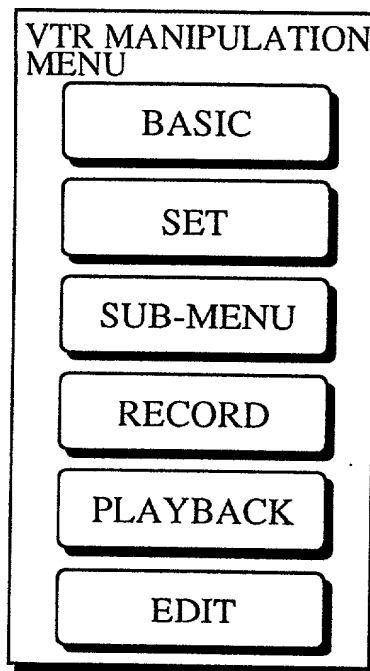


FIG. 165

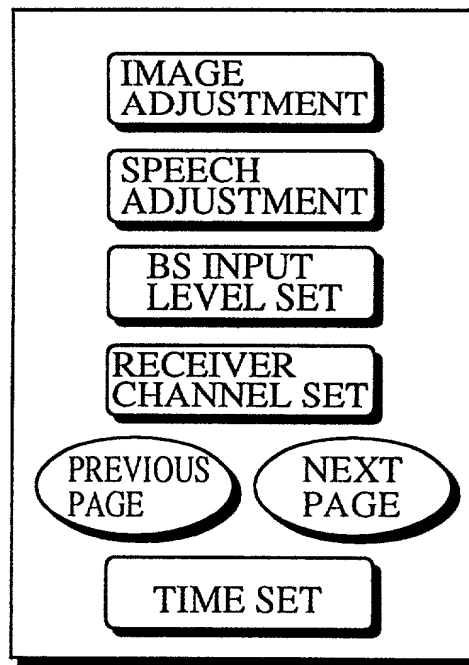


FIG. 166

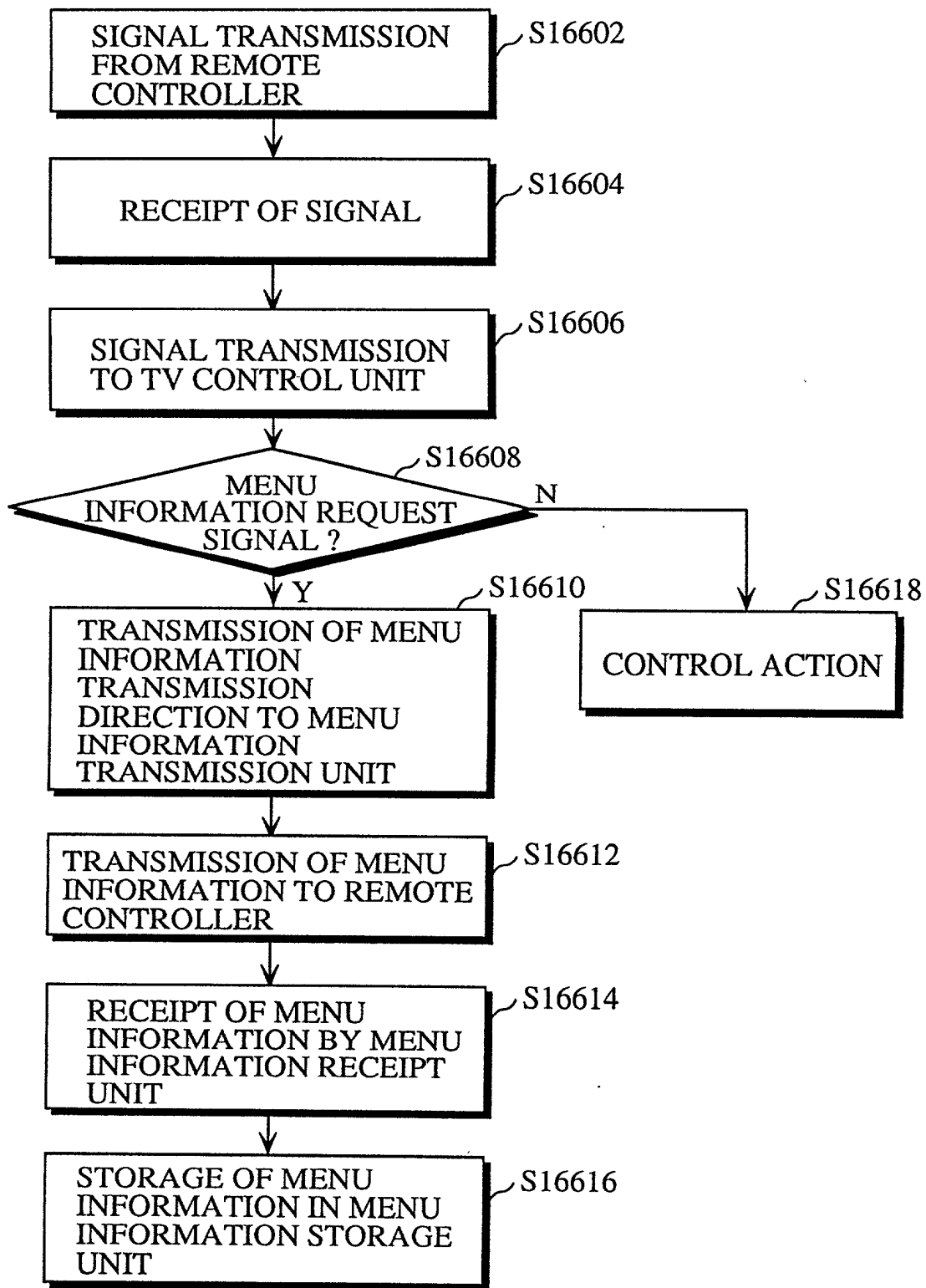


FIG. 167

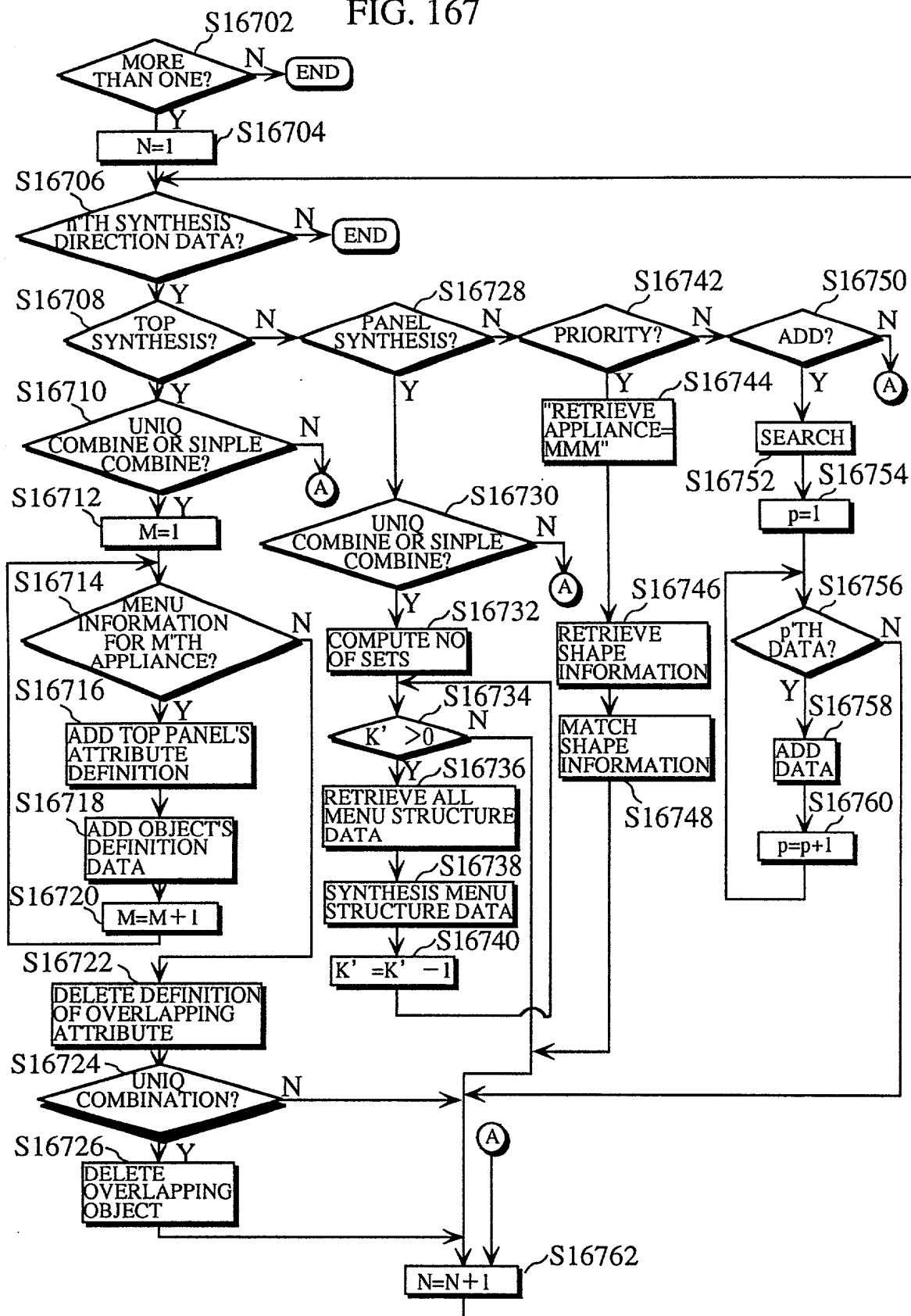




FIG. 168

